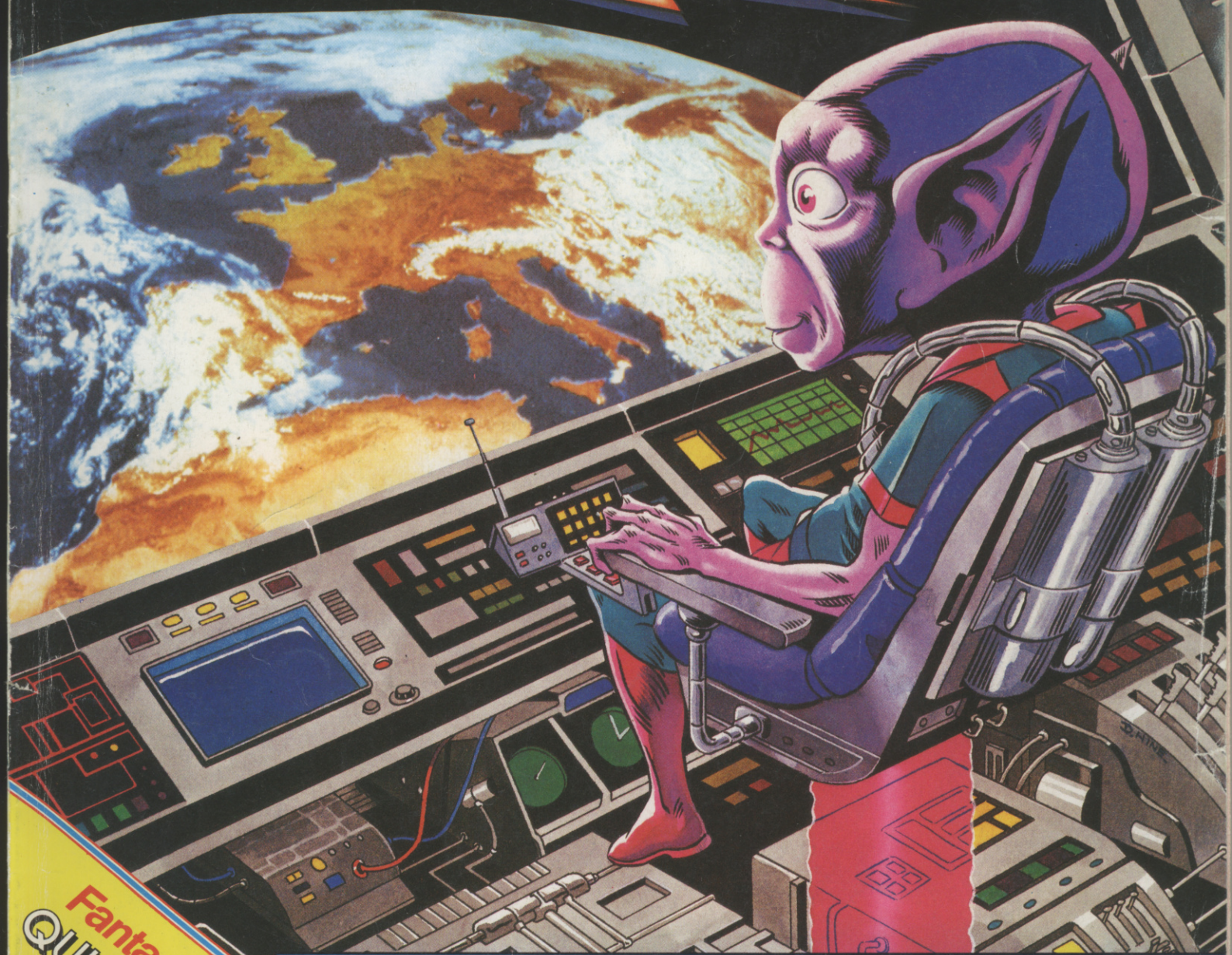
AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION NO 1
STARDATE APRIL 1985
95p

Computer GAMER



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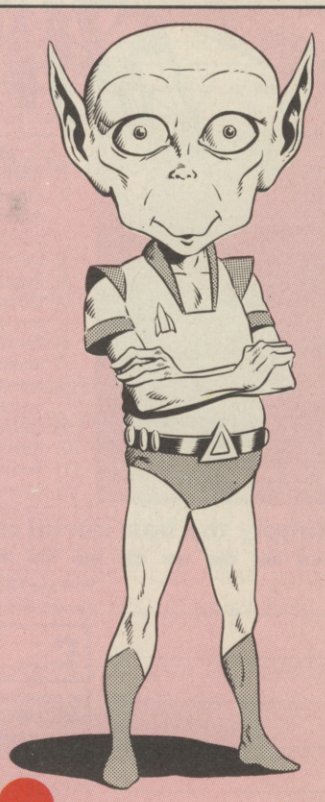

Transmission 1
Stardate April 1985

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Origination and design:
MM Design
Printed by:
Alabastor Passmore & Sons Ltd.
Maidstone, Kent.
Distributed by:
Argus Press Sales and Distribution Ltd. 12-18 Paul Street, London EC2A 4JS.

Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

Subscription rates upon application to: Computer Gamer Subscriptions Department, Infonet Ltd, Times House, 179 The Marlowes, Hemel Hempstead, Herts HP1 1BB.

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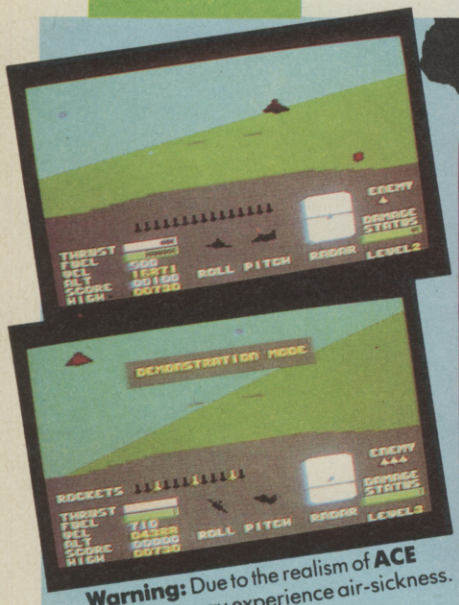

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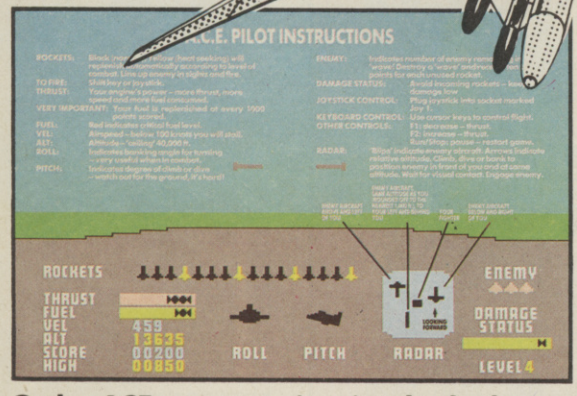

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EECAAN'S TRANSMISSION

FROM THE EDITOR...

Welcome, Readers!

Let me introduce our esteemed interplanetary Adviser. Eecaan was born approximately 473 earth-years ago on the planet Aargon. Aargon is in the system Goldar, the eighth of 12 planets circling the star Aaspen.

The Aargonians are a highly advanced race who have monitored developing civilisations for aeons.

One of their most experienced observers is Eecaan, a technician of the Association of Supreme Players. Eecaan, Master Gamer, having displayed a special interest and affection for Earth and its computer-talented inhabitants, requested permission from his Supreme Leader, the Ty Jovius Caan, to further develop his links with Earth and to offer help and advice to the computer gamers living there. It was on the Ty's advice that Eecaan made interstellar contact with the staff of Argus Specialist Publications, Britain's leading publisher of consumer computer magazines, with a view to giving earthlings the benefit of his vast computer gaming experience.

After extensive discussions between the interested parties on both planets, it was decided that the best and most efficient way for Eecaan to give the most help to Earth's inhabitants was for Argus to publish a monthly magazine called Computer Gamer.

Each month, Eecaan will send an interstellar transmission to Earth after monitoring the developments in the gaming industry — both software and hardware — so that the magazine will reflect the latest innovations, speculate on future developments and help gamers with their gaming problems.

It is hoped that at some stage Eecaan will visit us on Earth, so watch this magazine!

THE FIRST INTERGALACTIC TRANSMISSION FROM EECAAN...

Greetings, Earthlings!

I, Eecaan, Master Gamer of Aargon, have observed from afar the need for guidance in the noble quest for gaming perfection.

Valiant gamers, however, talented or dedicated rarely master all the types of games that can be conjured up by the melding of the human mind and the microprocessor. However, this is where I can aid ailing addicts...

With the staff of Computer Gamer, I hope to enlighten the gamers of Earth (and any other civilised planets who receive copies of this esteemed publication!) with their gaming problems. Whether you've got a rusty joystick wrist, fall off every platform, lose yourself in adventures or get blasted by very nasty (not me!) alien around, I've got the answers.

Transmit your thoughts on paper to the gallant gamers at Argus Specialist Publications and they, on consultation with me through the cosmic ether, will do their best to make your gaming more fun!

EECAAN
INTERPLANETARY ADVISER

GOLD
IF YOU
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It's a range of top quality software from Commodore designed to make the most of your Commodore 64's capabilities.

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New packages will be introduced to the Gold Medallion range every so often, but only if they are really exceptional. They'll definitely be hard soft to beat.

Miss any of them, and you really will be missing out.

MUSIC MAKER

Whether you're an accomplished musician or an out-and-out beginner, Music Maker strikes exactly the right note.

No matter if you've never played a note before, so long as you can hum and you know your ABC, you can start to play famous popular tunes immediately.

And it won't be long before you appreciate Music Maker's many advanced capabilities: you can synthesise many musical instruments, even create your own 'synth' electronic sounds, choose between monophonic or polyphonic play, summon up pre-programmed rhythms and bass accompaniments, and more.

Music Maker is the first in a series of packages which will fully exploit the Commodore 64's outstanding musical capabilities.

On disk or cassette, with music keyboard, a clear and concise manual, and song book, for just £29.95.

SPIRIT OF THE STONES

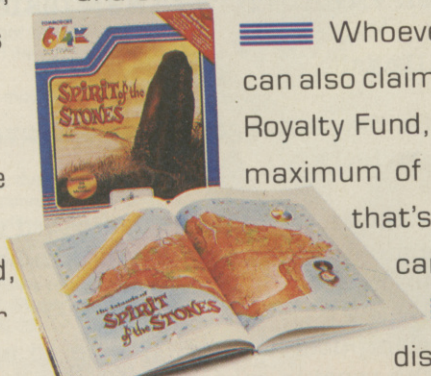
It's a treasure hunt for 41 real diamonds hidden somewhere on the Isle of Wight.

Only one man knows where they are, and he's not saying.

All that he has to say he's said already – but in the form of riddles, clues and puzzles.

Solve the puzzles in the Spirit of the Stones program and you'll find it much easier to solve the puzzles in the Spirit of the Stones book.

Solve the puzzles in the book and one (or more) of the diamonds can be yours.



Whoever discovers a diamond can also claim his or her share of the Royalty Fund, which could grow to a maximum of £1 million. It's a game that's as entertaining as it can be rewarding.

On cassette or disk, £14.99.

INTERNATIONAL FOOTBALL

Already it's recognised as the best football game ever seen outside of Wembley.

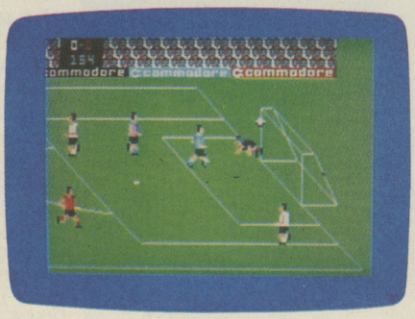
It's startlingly life-like, and gives you near-perfect control of the players.

You can kick the ball, dribble it, pass it,

FOR MORE INFORMATION CONTACT: COMMODORE INFORMATION CENTRE, 1 HUNTERS ROAD, WELDON, CORBY, NORTHAMPTON NN7 1QX. TEL: CORBY (0536) 206

MEDALLION.
HAVEN'T GOT IT
HAVEN'T GOT IT.

head it or even throw it in from the touch-line. And every time you belt the ball into the net, the crowd cheer wildly.



How often you score depends on how good you are, and also at what level you choose to play.

There are 9 levels you can play against the computer. Or you can play a friend.

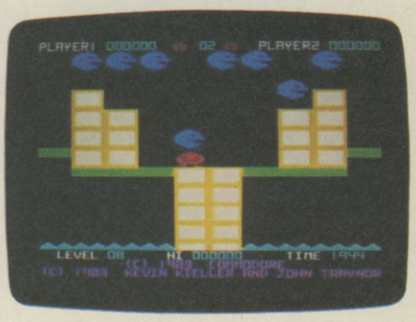
International Football is a real test of skill, dexterity and speed. It is certain to drive you football crazy.

On cartridge, £14.99.

JACK ATTACK

There's no other game like it. It has been voted by the U.S. magazine 'Electronic Games Hotline' as a 'must buy.'

Jack Attack is about squashing heads. It's an addictive game, a game of strategy and cunning. We can almost guarantee it will turn you into a head-case.



To stay alive, Jack must leap aside from collapsing bridges and crashing blocks, and at the same time he must make sure he doesn't fall into the water... and drown.

And that's the easy bit.

Because everywhere Jack goes he's dogged by jolly bouncing sadistic heads that are out to nut him.

He has to squash their heads before his is squashed.

And Jack can't afford to lose his head because we've only given him three, and when they've gone, he's gone...

Jack Attack is available for both the Commodore 16 and Plus/4. On cartridge £14.99.

commodore
HARD SOFT TO BEAT

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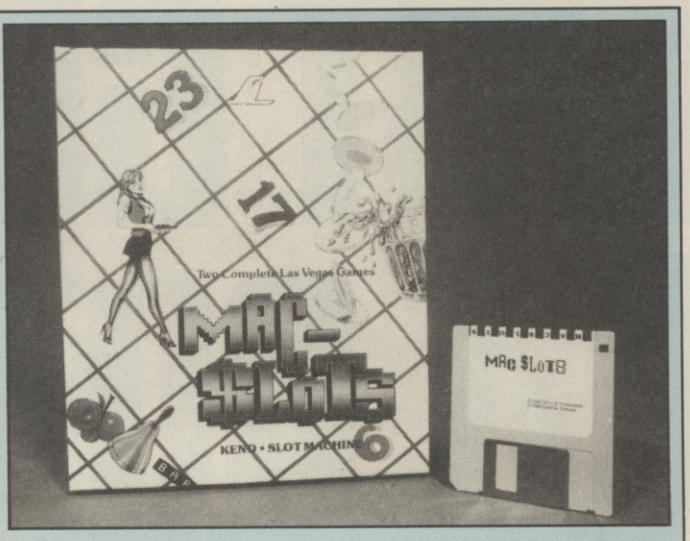


Apple A Day

The Macintosh is not only useful for business — you can also play games with it! P&P Micro Distributors supply a number of games for the Mac — Macslots contains 2 Las Vegas games, Keno and slot machines. The program have high-score and is completely mouse-controlled. The price is £59.95.

An unusual computer game is MasterPieces — a versatile jigsaw, designed for puzzle-lovers of all ages. Young children will love creating pictures with Macpaint or selecting images which they can turn into puzzles as simple as 9 pieces. The price is]35.95. Mac-Jack and Mac-Poker are both card games for the Mac. At £44.95 each the game are quite realistic.

Pick up a penguin

CheetahSoft has released the first in a series of Commodore 64 tape-based games to feature Parky the Penguin. Each game involves Parky in a multi-screened adventure.

The first game — Parky and The Yellow Submarine — is sold complete with a map showing the locations of each of the 91 screens. Copies of the second Parky game (due for release in late Spring) will be awarded to the first 50 players to return the map with the locations of the various objects and objectives, correctly shown. Additionally, each games includes a 10% discount voucher, redeemable against the sequel Parky game.

Parky and the Yellow Submarine for the Commodore 64 costs £6.95 and is available from all good home computer shops and high street chain stores.

Remember the TI?

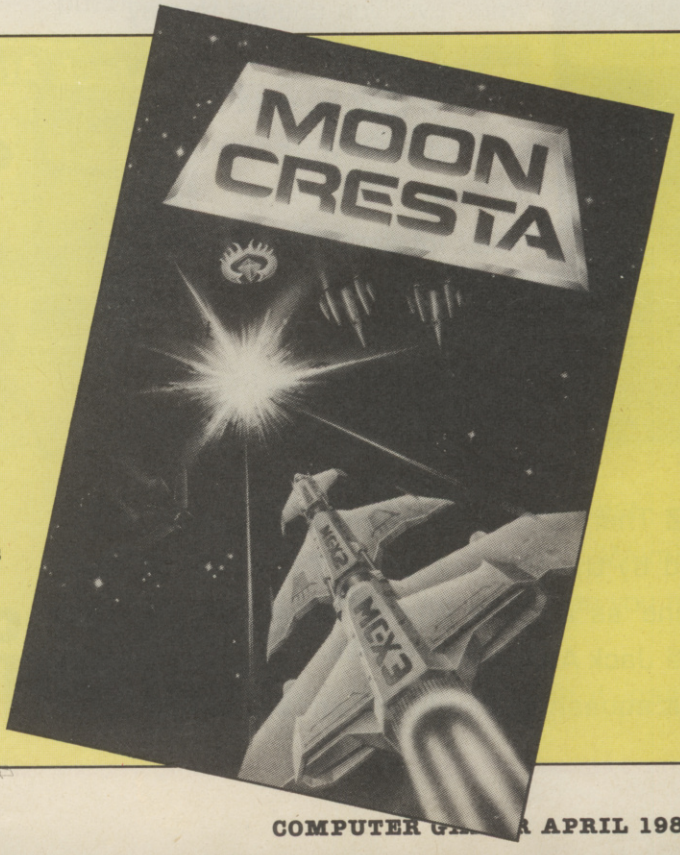
Intrigue Software are still supporting the TI-99/4A micro with 2 new titles: Intrigue Pentathlon and Snout of Snout. Both use Extended BASIC. Other titles recently released include Shuttle Attack, an extended space flight simulator and Panic, an arcade adventure in the same style as Atlantis based on a scenario of the Titanic.

Intrigue now also market the Quickshot 1 joystick adapted to match the TI-99/4A. The joysticks retail at £12.95 plus 75p postage and packing and no interface is required. Intrigue are at Cranbook Road, Tenterden, Kent TN30 6UJ.

Moon Cresta

Incentive Software has bought the exclusive licence to Moon Cresta from Nichibutsu. Moon Cresta will be initially released for the Spectrum and Commodore 64 although the licence includes all personal computers. Moon Cresta is the classic shoot 'em up whose features include three stage docking and multiple fire power.

The actual Moon Cresta arcade machine is the prize offered by Incentive. The player has to obtain a score of 30,000 points — easy!!? Moon Cresta costs £6.95 for the Spectrum and Commodore 64 and is available from all good software stockists.

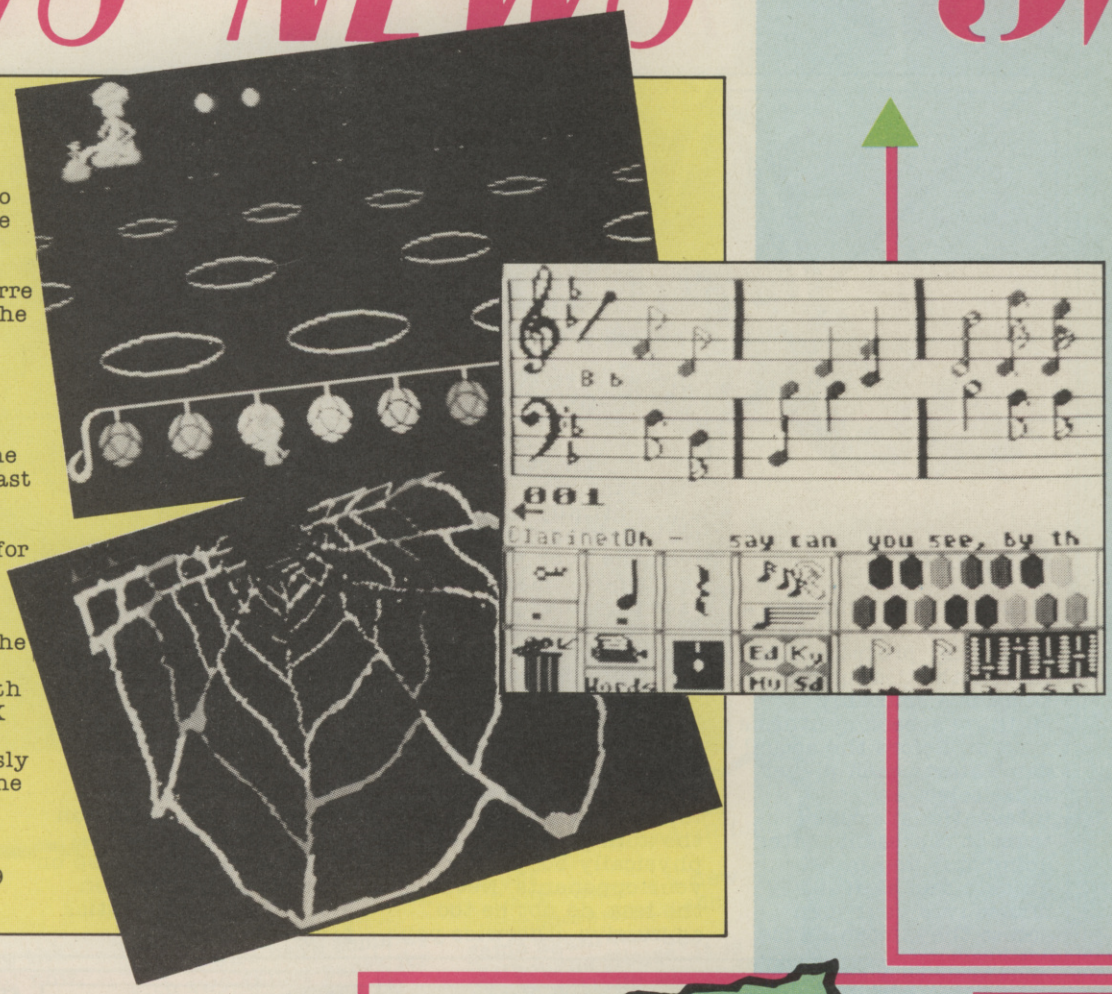


NEWS NEWS

Activision Action

Tyrannical toys come to life and attempt to take over the toy factory; bizarre is certainly sounds — it's Toy Bizarre available at £7.99 for the Spectrum from Activision. Also soon available for the Spectrum comes Pastfinder where the year is 8878 AD and the player looks into the past as a member of stellar explorers known as Pastfinders. The price for the Commodore 64 version is £9.99. Ghostbusters is also being converted from the Commodore 64 to the Spectrum for £9.99, with Amstrad, BBC and MSX versions on the way.

Activision is obviously intent on supporting the MSX range; recently released are Pitfall II, River Raid, HERO and Beamrider all at £11.99 each.



Tell Us A Story

Interceptor Micros have been very busy recently and now Arabian Nights, the quest to free the beautiful princess Anitra from the clutches of the evil Sultan Saladin, has been reproduced for the BBC and Electron. Previously for the Commodore 64, this version costs £6.99.

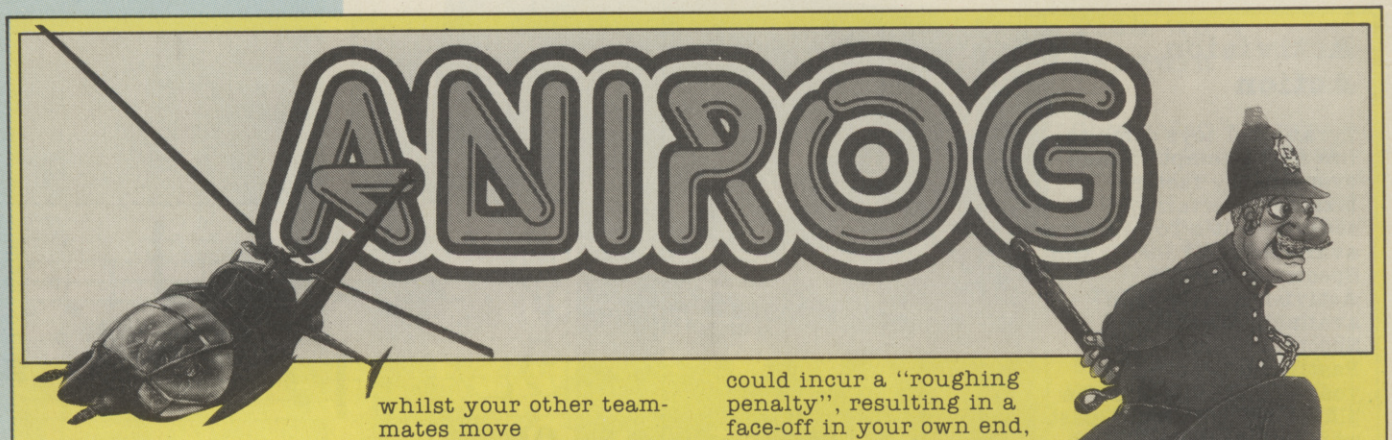
Front line is for the Commodore 64 and costs £7.00: you are at the controls of the latest piece of military technology — the Death Tank Interceptor and your task is to penetrate the Edward Isles presently in enemy hands, defeat the enemy and regain control of the supply dumps.

Villain, at £6.00, is for the VIC 20, 8K or 16K expanded, and has you as a professional crook — you must avoid the determined PC Plodd as you proceed on your life of crime.

Halaga is a fast moving space fantasy for the Spectrum at £5.50. Hired by the Federation of Space Research to examine the newly discovered system of Cygnus Major for mineral resources you meet an extremely hostile reception party and your mission is reduced to one of pure survival!

Interceptor's first arcade game for the Amstrad is Chopper Squad: you are Macho, an ace rocket helicopter pilot and your task is to save the world from the 'Orrible Aliens' who seek its demise. Your task is to assemble the parts of nine fighter planes, the only hope that Earth has left. The game costs £6.00.

Break Fever is a game in which you must control an extremely energetic break dancer demonstrating his talents to a panel of experienced judges at a prestigious exhibition. Some great break dance 'electronic funk' music accompanies the game which is for the Commodore 64 and on the reverse side of the cassette there is a special mixed audio version of the music to play through any music system and dance to.

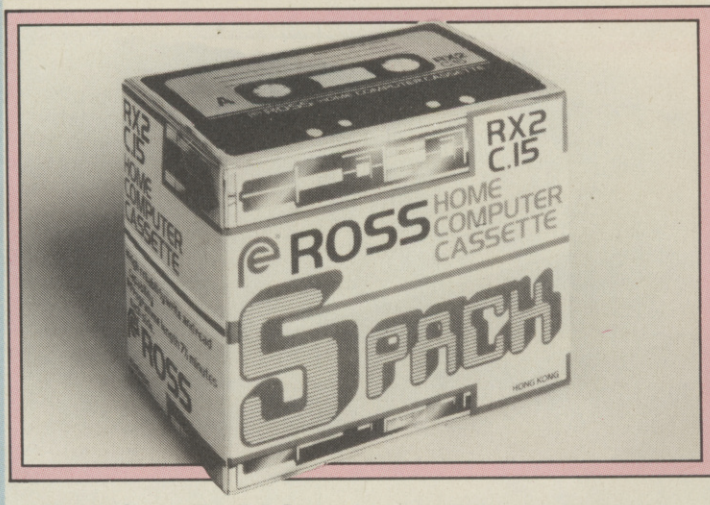


Slapshot

Slapshot from Anirog is a two player, fast action, ice hockey program. Also in this thrilling game there is a smoothly running speech synthesis system. Before the actual game starts each player must select an international hockey team to represent. After doing this you must quickly and skilfully manoeuvre your man across the glistening ice whilst your other team-mates move automatically around the rink waiting for you to pass the puck to them.

If you do manage to race past the opposing defence then you have a chance to shoot for goal and score. However, you still have the goalie to beat who is able to dive in all directions. Also included in this amazingly quick and totally original game is the ability to actually physically bodycheck your opponents. Never the less, do not be too aggressive otherwise you could incur a "roughing penalty", resulting in a face-off in your own end, giving the opposing side an easy chance of scoring. Also other extra features available include: Pause mode, and three levels of play ranging from fast to slow as well as a re-start option.

Slapshot from Anirog is a totally original two player game with lightning fast action, never yet seen before on the Commodore 64. Retailing at only £8.95 on cassette and £10.95 on disk, it is a two joystick program.



Computer Cassette Packs

Ross Electronics RX2 high reliability write and read capability home computer cassette tapes are now available in convenience packs of five, retailing at VAT-inclusive prices of around £3.25 for the RX2-C12 cassettes (6 minutes programme each side) and around £3.30 for the RX2-C15 tapes (7·5 minutes programme a side).

Blowing Bubbles

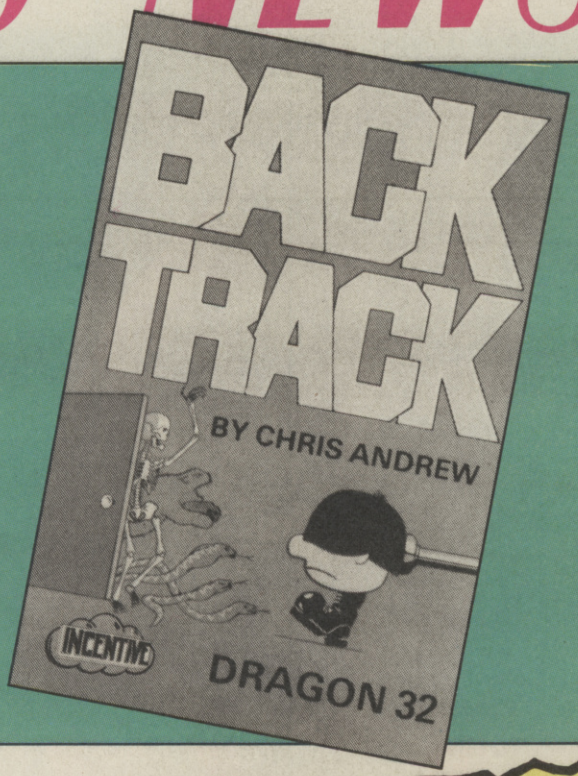
Bubble Bus Software are starting to support the Amstrad with their new game Hi Rise. The game has 3-D animation where Harry and his pursuers move between ladders pillars and each other; Harry's aim is to get to every block on the screen without falling to his death and whilst being chased. Each screen can be viewed from 4 different angles. The game will be released during April and will cost £6.99.

For the Commodore 64 comes Aqua Racer with 20 different courses and joystick control (price £6.99) and for the 48K Spectrum comes Wizard's Lair. The latter is an arcade adventure, has 250 different screens and 7 levels. Pot Hole Pete has gone pot-holing and has lost his way; he comes across the Wizard's Lair and the only way he can escape is to collect the 4 pieces of the Golden Lion. Pete's energy is ever-decreasing and so are his weapons.

Back Tracking

Back Track involves poor Eddie being captured by the mad Professor who is cruelly plumbing the innermost depths of the human psyche. The Professor refuses to release Eddie until he has completed a sequence of rigorous tests. The professor has created a series of five labyrinthine tests of increasing complexity merely to see if Eddie can get thgrough all of them without losing the will to live. Eddie often comes within a hair's breadth of freedom but the sinister professor has other plans!

Back Track is from Incentive Software and is for the Dragon 32 & Dragon 64. It costs £6.50.



Hellfire!

Ulysses didn't have the easiest of times and now you can re-enact the trials he went through with Hellfire from Melbourne House for the Spectrum 48K. The player must climb the slopes of Olympus avoiding falling boulders and the destructive stare of the Gorgon. After encountering minotaurs, reptilian assassins and fireball throwers you attempt to get to Elysium. This adventure is priced at j6.95.

Melbourne House cater well for Commodore owners and have come up with two games packs for the C16, comprising 30 games to test your reflexes, nerve, logic, strategy and intelligence. At £5.95 per tape, the games work out at 40p each — not bad. eh? Penetrator, originally for the Spectrum, is now available for the Commodore 64. Your mission is to penetrate through 4 defence rings and blow up a neutron bomb cache — and all for £6.95!

Dark Tower is a new Commodore 64 arcade game again from Melbourne House. It is hectic with 28 screens with the player taking on the role of Prince Harry who has been turned into a mutant by the guardian of Dark Tower and trapped within the tower. The game can be played with keyboard or joystick control and retails at £7.95.

All-American Stuff

US Gold are importing all sorts of games from the USA. Among them are Congo Bongo and Sentinel. In the first, you play the role of a hunter on a jungle safari and the objective is to capture Congo Bongo, a mischievous gorilla, but of course there are many hazards! The cassette costs £9.95 and the disk £12.95. Sentinel is a new inter-galactic war game for the Commodore 64. Available in cassette form only at £9.95 it portrays the command deck of a starship and its mission through space in exciting 3-D action. Indiana Jones in the Lost Kingdom is now available as an adventure for the Commodore 64 — you play Indiana with no book of rules as you penetrate the mosquito-infested jungle. The game requires a joystick.

Yet another space game has come to us across the water — Stellar 7. This is a battle zone game for the Commodore 64 in which you play the Terran High Commander given the mission of destroying the infamous Gir Draxon. Priced at £9.95 the game can be played with joystick or via the keyboard.

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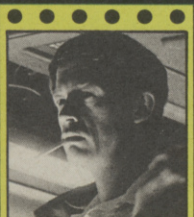

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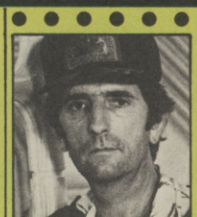

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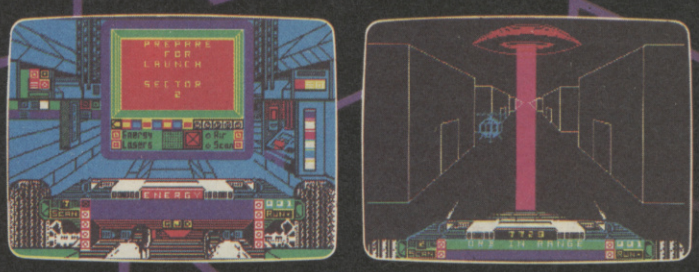

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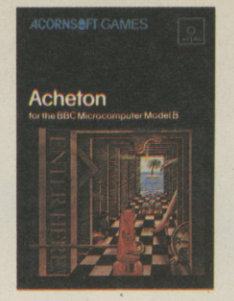

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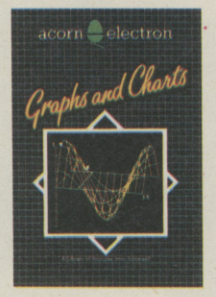

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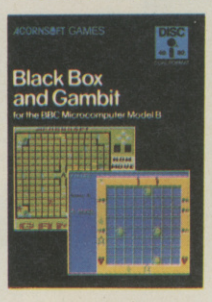

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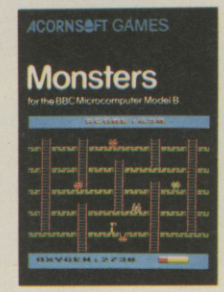

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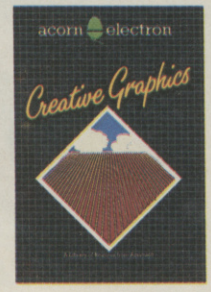

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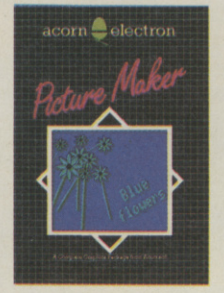

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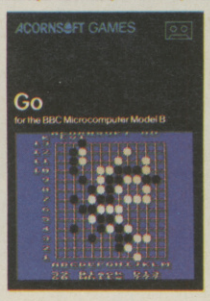

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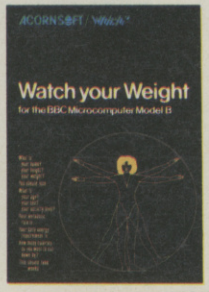

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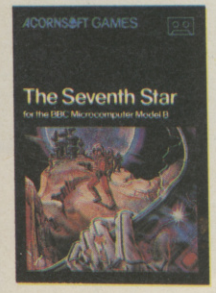

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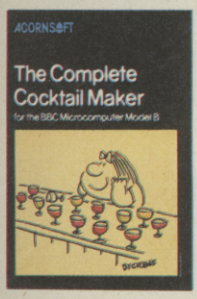

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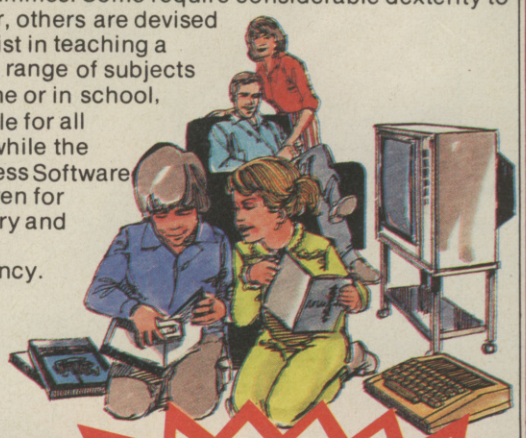

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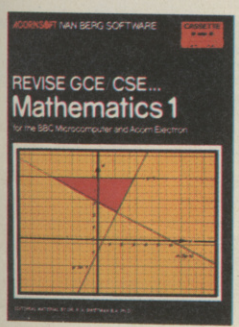

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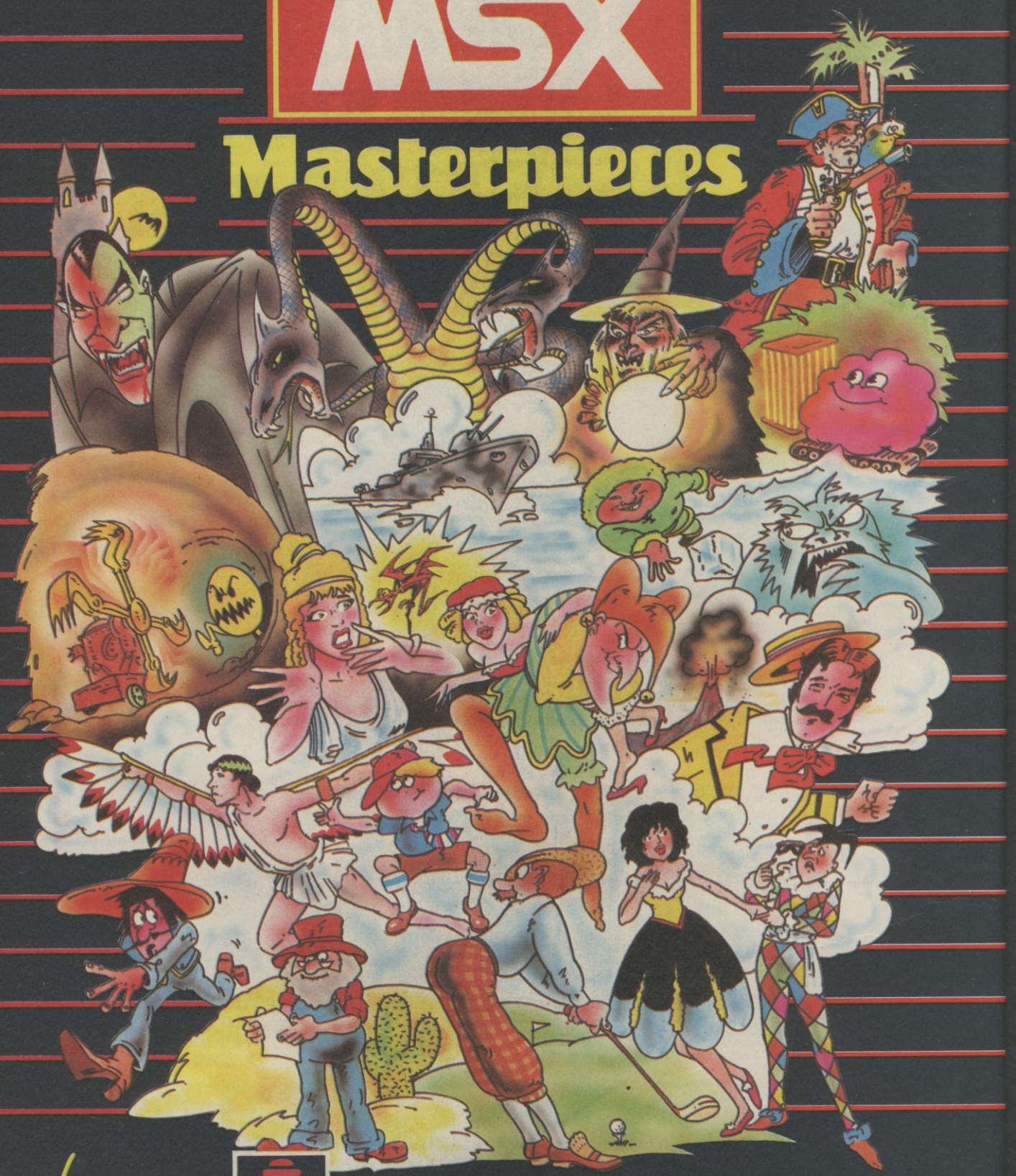

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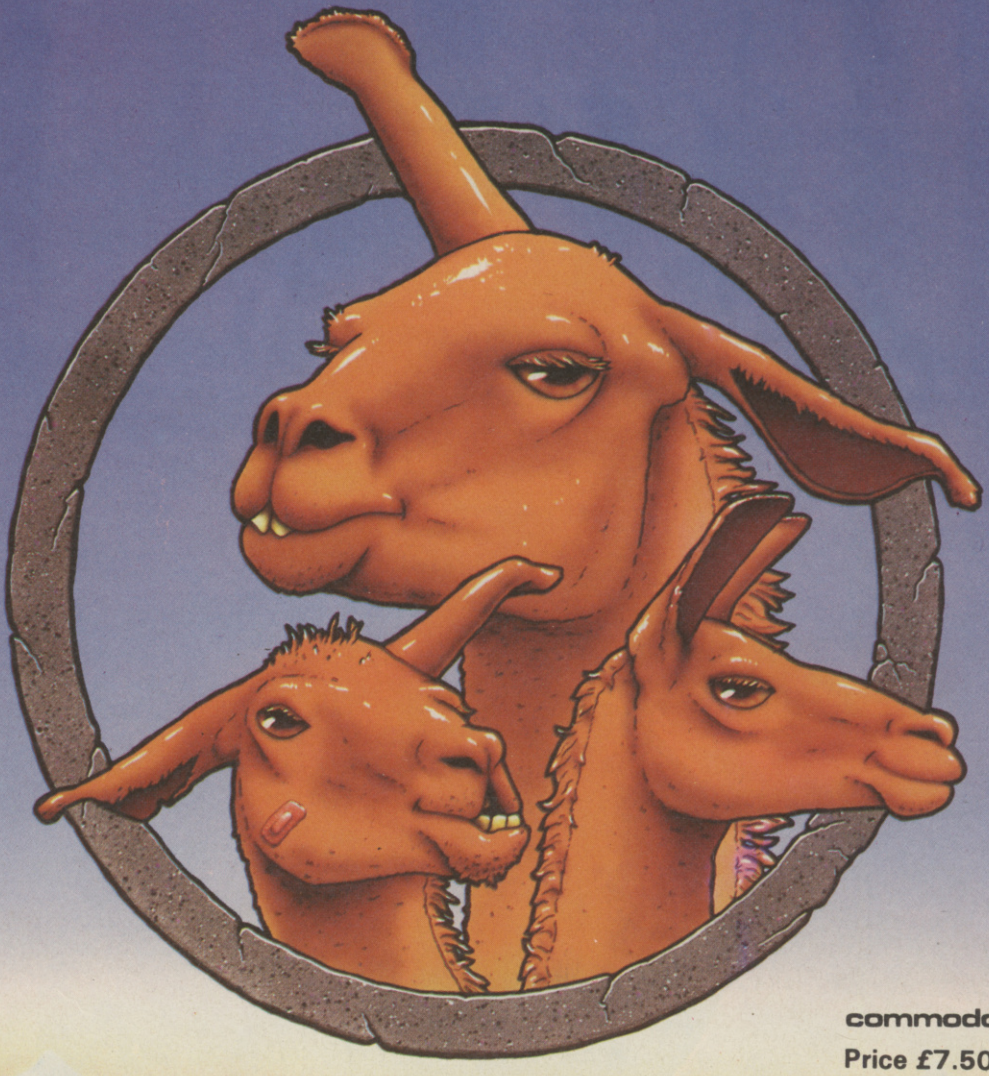

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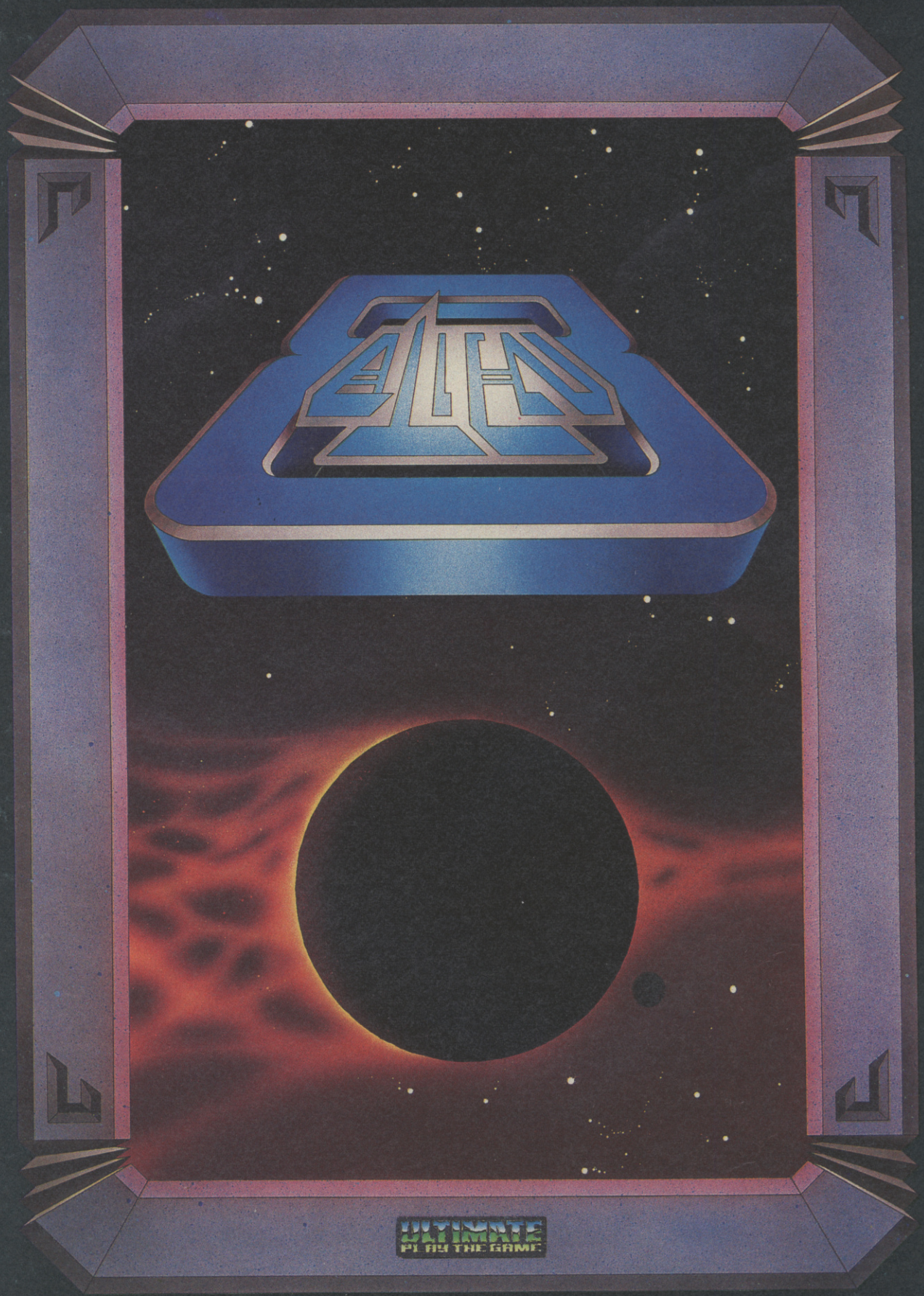

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CELEBRITY CORNER

Paul Daniels

By Mike Roberts

You'll like this interview, not a lot, but you'll like it!

Paul Daniels is a household name thanks to his highly entertaining magic shows and hosting the quiz game 'Odd One Out'. What isn't so well known is his long running obsession with computers.

His equipment list is amazing — enough to bring pangs of envy into any true computer freak. The main computer is an Atari 800, supported in turn by two disk drives, two printers (an Atari letter quality and an Epson FX80), a TV with a direct input monitor connection, two modems, a tape deck, and a pair of Quickshot II joysticks.

"There's also some other odds and ends lying around, touch tablets and the like" admits Paul. It's easy to see what he meant by 'lying around' for his computer room is packed with equipment and software.

In one corner is a large brown box, "That's a spare Atari 800" he says "in case this one ever breaks down, I got it for £40, which must make the 800 one of the best value computers on offer at the moment".

Thinking about it breaking down, was the Atari reliable and did he have trouble with it? "No, I've had no trouble with it at all, it's been left on for over four years you know. They don't mind being left on but dislike being turned on and off all the time".

Scattered around the room are various games piled up. What are his favourites and does he keep his high scores? "I used to keep my high scores, but I've grown up now" he says "I don't really have any favourites, I can pick up a game that I haven't played for months, even years sometimes. There is one game I have problems with and that's 'Jumbo Jet Pilot' by Thorn EMI (nb. now renamed 'Creative Sparks'), I can't even land it. I even got a real 747 pilot to try and land it and he couldn't!". If any of our readers do know how to land it could they drop us a line, and maybe we can help Paul!

Lying in the middle of one room is a BBC micro and a copy of Elite by Acornsoft; is he changing allegance from Atari to Acorn?: "No, I got that when I was working with Acornsoft on 'The Paul Daniels Magic Box'. I didn't do any actual programming on that but I was at the initial design stage, it's very good. Detective is the best trick, I'm amazed by it and I know how it's done" (like all good magicians he's not telling anybody that!) "It's a very good program, the magician can use the computer as a prop, it doesn't do any of the actual magic".

What about 'Elite'? "I picked that up when I was wandering around in Leeds, I haven't played it yet, but I'm told that it's quite good".

"I will really be using the BBC as a Prestel terminal, but I'm having some problems" he says. "With the Atari I can just dial up any computer in the world, but when I joined Prestel I got no detail on how to connect or anything, I found out that I needed special communications software on ROM, now I find out that I need to open up the computer to install it".

Some time ago an adventure game was written by him called 'The Paul Daniels Magic Adventure', it can still be obtained from Amazon Systems Software at:

Merlewood
Lodge Hill Farm
Farnham

"It's basically a straight adventure with a lot of graphics and sound surprises".

One thing that struck me was the thing that he uses to anchor joysticks down on, "it's called a 'knee desk', I picked this up in America, but anybody can make one. It consists of a small bean bag attached to a flat board. The bean bag rest solidly on your lap when you are sitting down" this gives an excellent platform to stick down 'suction cup' joysticks such as the Quickshot II.

Next month we bring you another celebrity who is getting into the world of computers and games: Peter Lorimar, of Leeds Football Club.

22 U.S. SCENE

Oddly enough it was a player leaving the software arena that set the tone of the Winter Consumer Electronics Show (C.E.S.) held recently in Las Vegas, Nevada.

On the eve of the show, Coleco retreated back to the relative security of selling Cabbage Patch Dolls, no doubt leaving thousands of bemused Colecovision and Adam Computer owners wondering whether they'd invested in computerised white elephants. Needless to say Coleco's stand, ironically one of the largest at C.E.S., was pathetically devoid of people, save for a handful of embarrassed-looking employees.

Many other casualties were conspicuous by their absence including HES, Datamost and K-Tel, all of whom were listed as exhibitors in the Show Guide. Other companies, also obviously feeling the pinch, were peddling their wares on significantly smaller stands than at the Summer CES six months ago.

But it wasn't all gloom! There were a handful of companies with as many new products to, at least in party, justify attending supposedly the industry's premier exhibition.

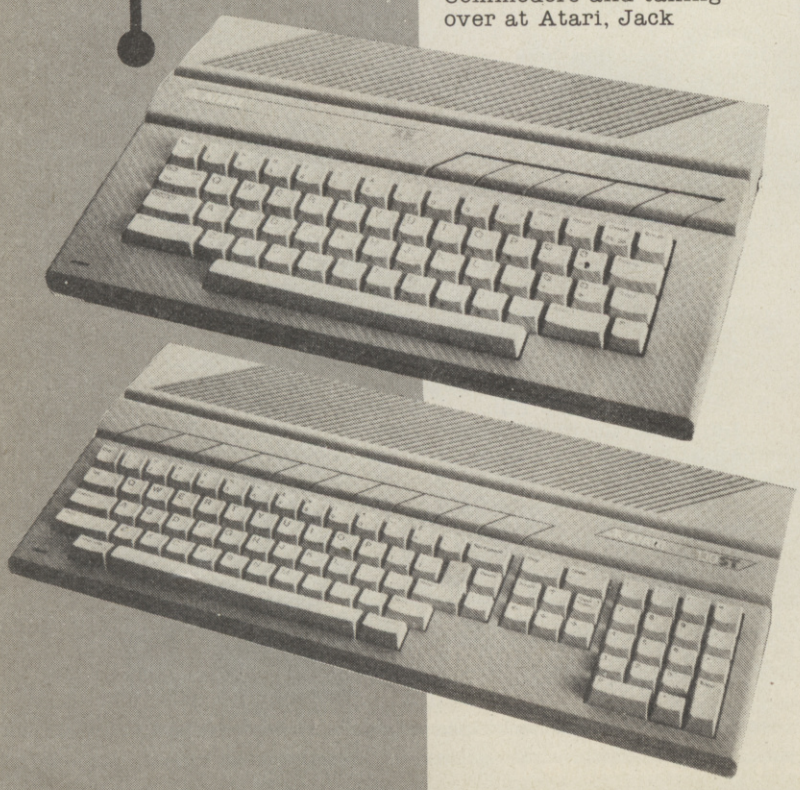
Dave Bishop

The first ray of hope in Vegas was shining on a billboard on the way to the hotel from the airport. It reads — 'Welcome to Atari Country . . . Regards Jack'.

Since leaving Commodore and taking over at Atari, Jack Tramiel has moved fast! Just how fast was demonstrated by the crowds of people — trade and press alike — who gravitated to Atari's stand as soon as the Show opened at 9.00 am, all waiting for something to happen.

What they found was an impressive looking stand covered in black sheets as if its owner had gone away on a world cruise. In fact nothing did happen until midday when, in typical Tramiel style, Atari's goodies were unveiled to a now desperate audience three hours after the other 1399 exhibitors in Las Vegas had started doing business.

The banner read 'Power Without the Price' and that seems to be exactly what Tramiel is offering with Atari's range of ST & XE computers. The £399 130 ST, for example, is a 68000 — based machine offering 128K Ram and 96K Rom which includes the built-in Digital Research — developed TOS operating system (Tramiel Operating System).



Commodore

Commodore, Atari's main rival, also launched new machines, most notably the C128. This new 8502-based computer has 128K Ram and 48K Rom and runs Basic 7.0. The CX128 is capable of operating in any one of three modes; 128K mode giving 128K Ram in two suitable 64K blocks, C64 mode (compatible with Commodore 64 software) and CP/M mode using an in-built Z80 second processor to give CP*M compatibility.

Many people predict a severe bout of commercial bloodletting between Tramiel's old company and his new one — personally, I believe Commodore will require the larger transfusion. The mood, however, towards Atari seems to be one of 'wait and see' but this in itself is far healthier than its pre-Tramiel image as a video-game producing has-been.

Not only, but also . . .

But, there were other things to see at CES apart from the big two. Activision, for example, in an effort to shed their video-game associations, have traded-in their all-singing multi-colour company logo for a more sedate and serious navy-blue Activision which is no doubt cheaper to print!

Access Software, those awfuly nice BEACHEAD people, were previewing BEACHEAD II which is as similar to its predecessor as a blue sock is to a green one!

Meanwhile, Baudeville Software were making a brave attempt to challenge Koala's dominance in the C64 graphics utility market with their new release, cunningly named BLAZING PADDLES. BLAZING PADDLES is actually an improvement on the software bundled with the Koalapad and is compatible with all graphics tablets as well as trackballs and joysticks.

Remember?

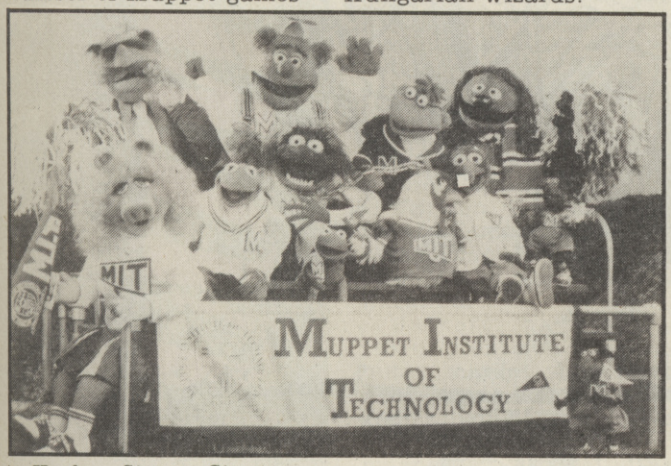
Everybody remembers Nintendo's miniature LCD GAME & WATCH games but what have they been up to since? Well, the answer was on Nintendo's tastefully designed stand where they launched their Advanced Video System (AVS). The AVS is a futuristically designed "no spagetti" video game machine featuring a

U.S. SCENE 23

52-colour high resolution display and an impressive range of software. Programming and music keyboards will be available during the year. One gets the feeling this will either be hugely successful of a complete flop!

Muppet action

The Muppets have finally found their way into software via Hewson Associates, of HA! for short. HA has licensed a number of Muppet games



to Koalaa, Sierra, Simon & Schuster and Broderbund. Simon & Schuster are still enjoying huge success with TYPING TUTOR II, rumoured to have cost some £500,000 to licence!

Broderbund (which means Brotherhood), one of the classiest entertainment companies around, were showing off a number of new games as well as their brilliant MUSIC SHOP — arguably the best utility for creating music on the Commodore 64!

Epyx stuff!

Another classy company is Epyx; famous in the UK for TEMPLE OF ASPHAI and, more recently, SUMMER GAMES (licenced for the UK for Quicksilva — remember them?). If it moves, licence it seems to have been the Epyx motto recently! Titles Epyx hope to move in 1985 include BARBIE, HOTWHEELS (both licenced from Mattel), G.I. JOE, I ROBOT (I ASIMOV), SUMMER GAMES II, BALL BLAZER and RESCUE ON FRACTULUS (both Lucas film titles) and THE RIGHT STUFF. The latter is a Spitfire flight and combat simulator licensed from Mirrorsoft and programmed by Andromeda Software's Hungarian wizards.

MSX on show

The MSX clan were there in force maintaining a "brave" face and Panasonic showed off their "Tron-like" laser disc games to amazed onlookers.

Game of the book

Other notables included Infocom's HITCHHIKERS GUIDE TO THE GALAXY, the computer game of the TV series of the book of the stage show of the radio series and — yes, you guessed it — soon to be a major feature film. Douglas Adams, the author of The Guide, could be seen wandering around the exhibits assuring people that Book Four really was the last in the series. Seriously though, Infocom's version is a real gem.

Advanced toys

Fisher Price introduced a beautiful range of productivity software, including MOVIE CREATOR and CARTOON PROGRAMMER, both of which look as if many hours of thought had gone into their design. Another new entry was Indus with an alternative to the Commodore 1541 snaildrive, which is said to be "many times faster"... could it be slower?

All in all, the Winter Consumer Electronics Show left me with the feeling that there must have been a hall bursting with exhibits, that we didn't visit. But, having said that, there were enough interesting exhibits to encourage those who seek to defend the software industry as a long-term proposition.

Probably the most impressive new face at Vegas was a company by the name of Springboard which launched THE NEWS ROOM. This lets you design, produce and print out your own newspaper with text and graphics that can be sent down the phone lines between Apple, IBM and C64 computers with 100% compatibility!

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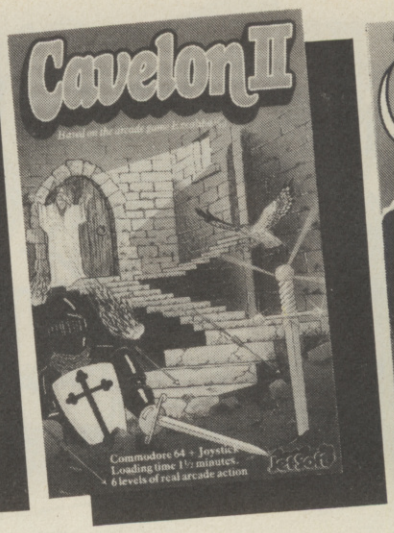

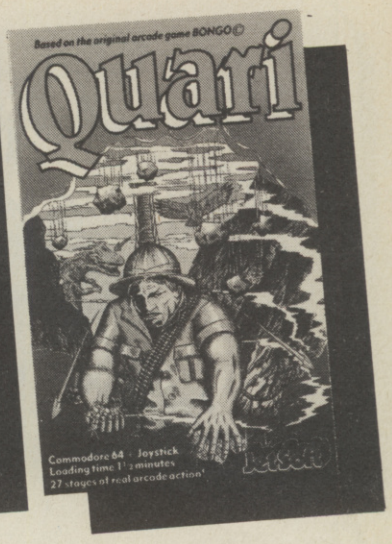

Every games player dreams of owning a real dedicated arcade machine and here's your chance to win one in our two part competition.

The winner will not only be able to choose whether to have an upright or table top machine but also choose which of the following Jetsoft games will be built into his machine. Also three are twenty packs of Jetsoft games for the runners-up.

Cavelon II by Jetsoft for the Commodore 64 is a home computer version of the arcade game Excalibur.

Jetsoft have only recently entered the computer market, but have long experience of arcade games, being the producer of many dedicated machines — including Excalibur.

Their current range is Cavelon II, Quari, and BMX stunts.

Cavelon II/Excalibur is set in medieval times with you playing a knight running around a screen picking up various objects and parts of a door to the next level — of course avoiding all the nasties as you go.

BMX stunts is one of the more playable BMX spin offs on the market with all the usual events against a friend or the computer.

How to Win

All you have to do to win this fantastic prize is to complete the quiz that starts below and concludes in next month's Computer Gamer.

The questions are designed to test your computer games playing knowledge and each is given a points value. A total of 25 points are up for grabs this month with another 25 next month. The competitor with the highest points total will win the prize.

However since the questions are based on games available for a number of computers it is unlikely that anyone will score a maximum 50 points. So its well worth entering even if you haven't got them all right. After all you may win an arcade machine!

Next month's Gamer will have the second half of the questions as well as details of how to enter. Until then keep your answers safe.

1) In which game are you... (1 point each)
a) da Boss
b) a flea BUGABOO
c) a technician TECHNICIAN Ted
d) a cybot

2) In which game would you meet... (1 point each)
a) a grue
b) backward baddies
c) myons
d) gooey blobs

3) In which game are you called... (1 point each)
a) Rockford BOULDERDASH
b) Horace HUNGRY HORACE
c) Bilbo HOBBIT
d) Trogg

4) In which game do you defend... (1 point each)
a) Betula — 5
b) The Nostromo
c) New York

5) Wordsearch.

N	T	F	O	S	N	R	O	C	A	X	B	P	C	O	Y	J	M
K	T	F	O	S	A	M	A	L	L	H	L	J	O	P	C	J	S
C	A	C	U	F	G	A	U	D	I	O	G	E	N	I	C	V	S
I	L	L	L	E	K	F	A	G	B	Q	N	F	A	T	L	A	T
K	L	O	T	P	H	P	R	Y	T	U	A	T	Y	J	L	U	A
P	I	C	I	K	G	L	A	Y	U	I	R	H	Z	I	F	V	T
O	G	E	M	D	D	Z	V	S	N	C	T	P	H	N	I	S	E
S	A	A	A	J	N	E	G	O	R	K	I	M	A	T	R	P	S
Q	T	N	T	B	T	O	N	G	L	S	C	P	R	R	E	Z	O
D	A	F	E	F	T	E	Y	Y	H	I	J	F	I	I	B	G	F
Q	X	L	Q	Z	J	J	M	E	K	L	T	H	O	G	I	O	T
L	A	E	D	O	R	C	I	M	B	V	F	N	L	U	R	R	R
O	T	E	S	K	S	A	T	N	N	A	O	A	A	E	D	I	P
F	R	O	M	I	K	A	O	D	W	S	S	K	S	Q	J	N	X
D	K	D	S	R	M	S	E	B	Y	K	T	I	O	T	H	A	F
O	Q	P	P	V	W	A	T	J	K	C	E	K	F	D	N	D	O
B	S	Q	E	E	V	K	Q	A	L	X	J	L	T	E	R	E	M
S	R	U	H	N	A	C	T	I	V	I	S	I	O	N	U	V	P

In the box left the names of a number of software houses are jumbled up in a grid. All you have to do is say how many there are. Each has between three and ten letters and no two names use the same letters.

If your guess is exactly right then you will get 10 points.

If you are one out then you score 5 points.

Two out then only 3 points.

Finally three out 1 point.

To be Continued next month...

Competition Rules

1. This competition is open to all UK readers of Computer Gamer, except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Jetsoft, Eecaan, or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be postmarked before April 30th.
4. The prizes will be awarded to the first 21 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.

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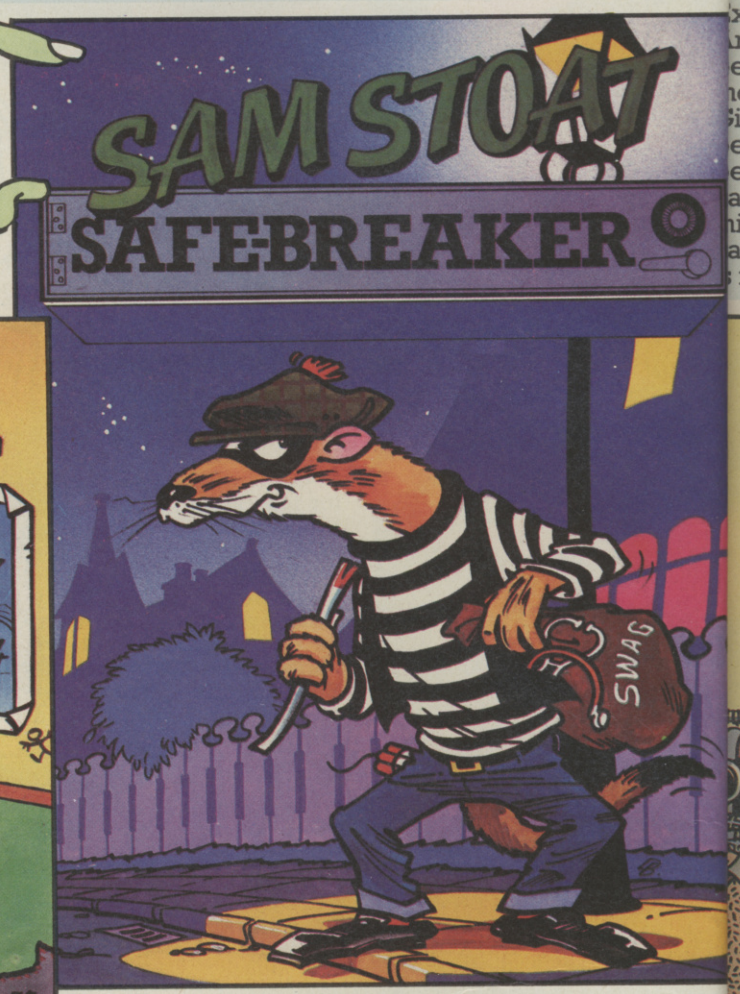
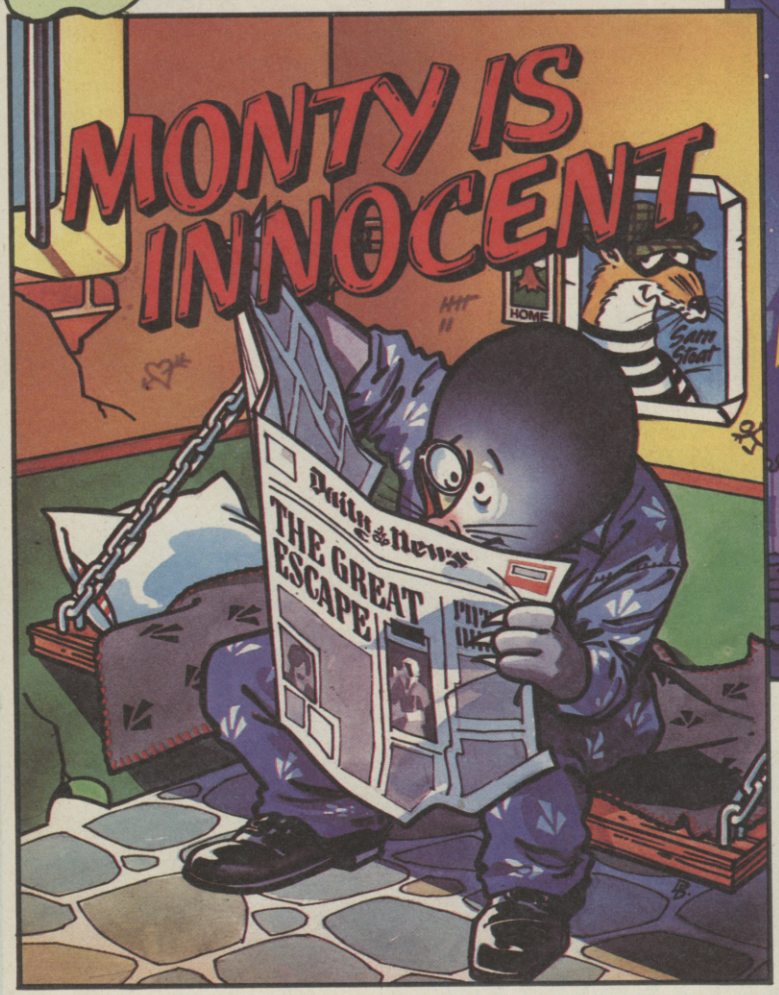
GREM
WH





A cry of national outrage! Poor Monty banished for life amongst murderers, arsonists, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rodent willing to challenge death for his lifelong friend? What are the evil forces working in Scudmore Prison?

At the dead of night Sam leaves his lair and makes for th large houses where, with the aid of some everyday tools and a good measure of cunning, there are wealth and rich for his delight (not to mention his pocket). It couldn't be easier. . . sneak into the house, find the safe; light the bl touch paper and stand well back. Then out into the night with the ill-gotten gains! But Sam has reckoned without o or two adversaries who are more than a little determined get the better of him. . .

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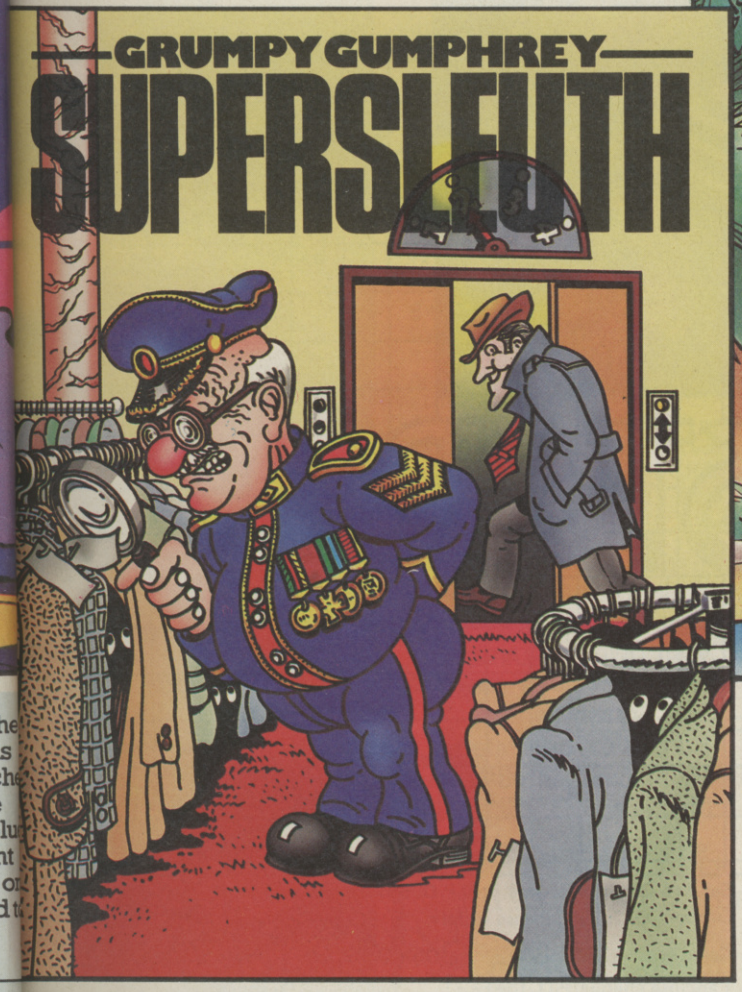
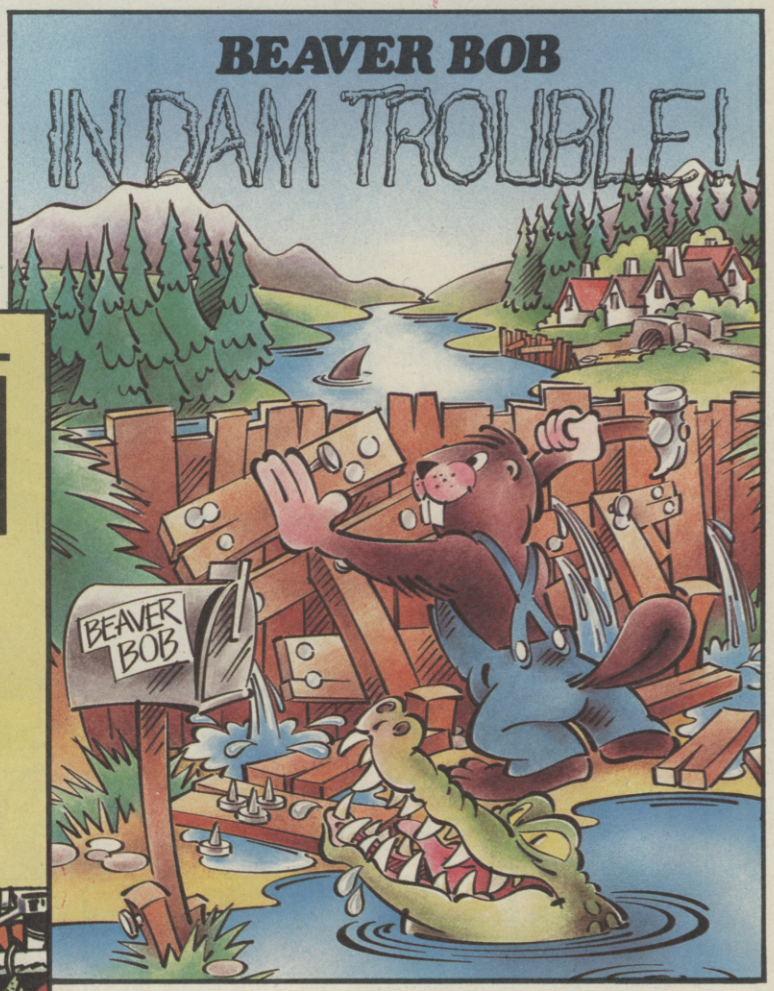
Ex serviceman Gilbert Gumphrey, drummed out of the Army in 1946 because of his acute short-sightedness has been struggling to hold down his job as a store detective for he last thirty nine years. But things are hotting up for Gilbert, known to all as "Grumpy". Now that times are becoming harder and staff made redundant, he has to perform all kinds of tasks; not only catching thieves, but caging the gorilla and tidying the warehouse, otherwise he might find himself surplus to requirements too! Can Gilbert hang onto his job? You can help him, but be warned — this is no ordinary department store!





Poor Bob! All he wants is to lead a quiet life and build his dams. But the peace is soon shattered when the local townsfolk find their taps running dry. Bob's dams are plainly to blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dams and avoid the predators that lurk in the deep.

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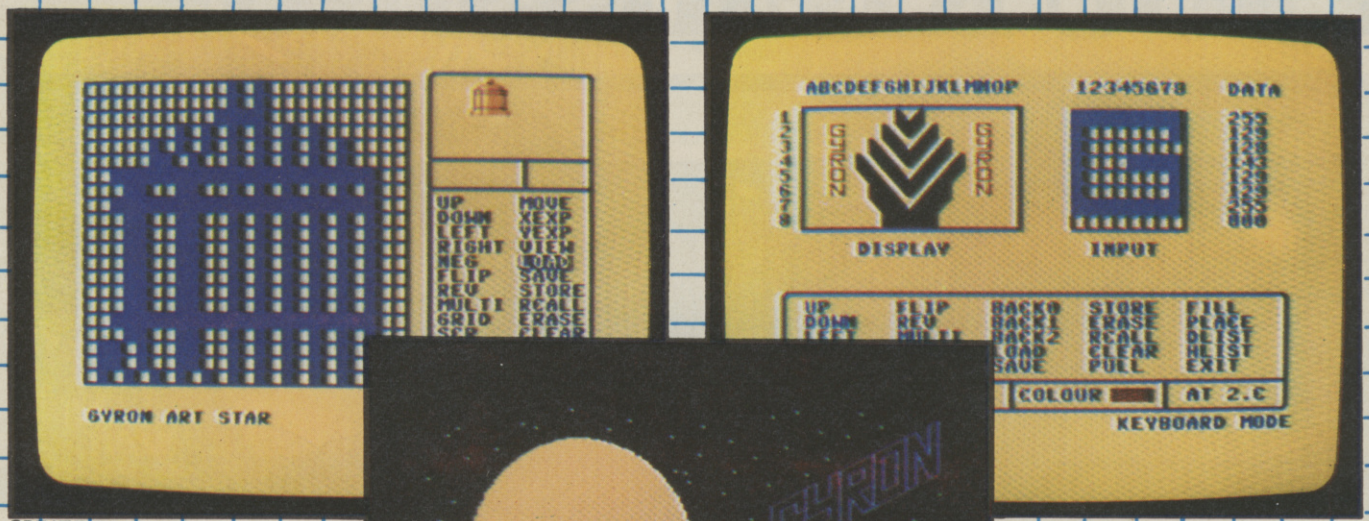

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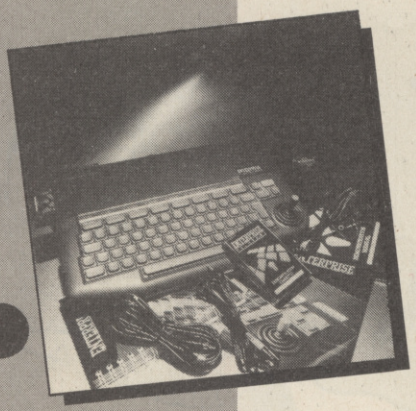

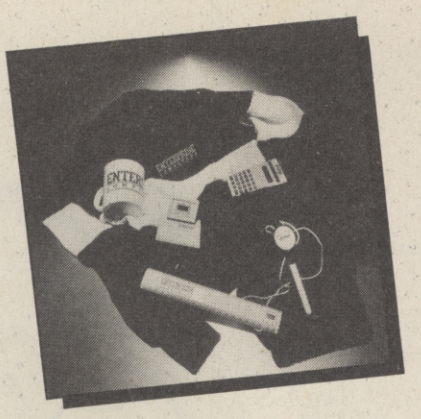

ENTERPRISE COMPETITION

The waiting is over, the Enterprise 64 computer is now available in the shops. We are delighted to offer the chance to win this new computer in our first issue.

The Enterprise offers 64K of memory which is expandable up to 3.9 megabytes which is surely enough for **any** adventure game. However it is its graphic and sound facilities that will make it a superb machine to play game on. Up to 256 colours can be mixed on the screen which can be accompanied by 4 channel stereo sound.

Already software houses such as Quicksilva, Llamasoft, Romik, CRL, Software Projects and Level 9 are writing or converting games for the Enterprise including Level 9's superb adventures. This is appropriate since adventure games are the subject of our competition in which you could win an Enterprise 64. There are also consolation prizes of Enterprise goodies including an Enterprise tracksuit as well as Enterprise mugs, pens, clocks, rulers and calculators.

Many of the adventures available for this machine will have over 50 locations each one contributing to the enjoyment of the game. However it would require true enterprise to write a challenging adventure that has only one location. Which is exactly what we're looking for.

You don't have to do any proramming but instead we would like you to send details, supported by any diagrams you think are necessary, describing your 1 location adventure.

It's up to you to decide where and when the location is and what it contains. Also who the player is and what they will find to challenge, threatened and reward them.

Once you have decided on the nature of your 1 location adventure you should write down details of the location including its traps, creatures and treasure along with a brief narrative of how a player would solve it.

Should you decide to include separate diagrams then please ensure that they are all marked with your name and address. The judges will be particulary looking for well thought out original ideas incorporating devious traps and logical problems.

All entries should be sent to

Computer Gamer
Enterprise Competition
Argus Specialist
Publications Ltd,
1 Golden Square
London W1R 3AB.

Competition Rules

1. This competition is open to all UK readers of Computer Gamer, except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Enterprise Computers, Eecaan, or anyone connected with them.
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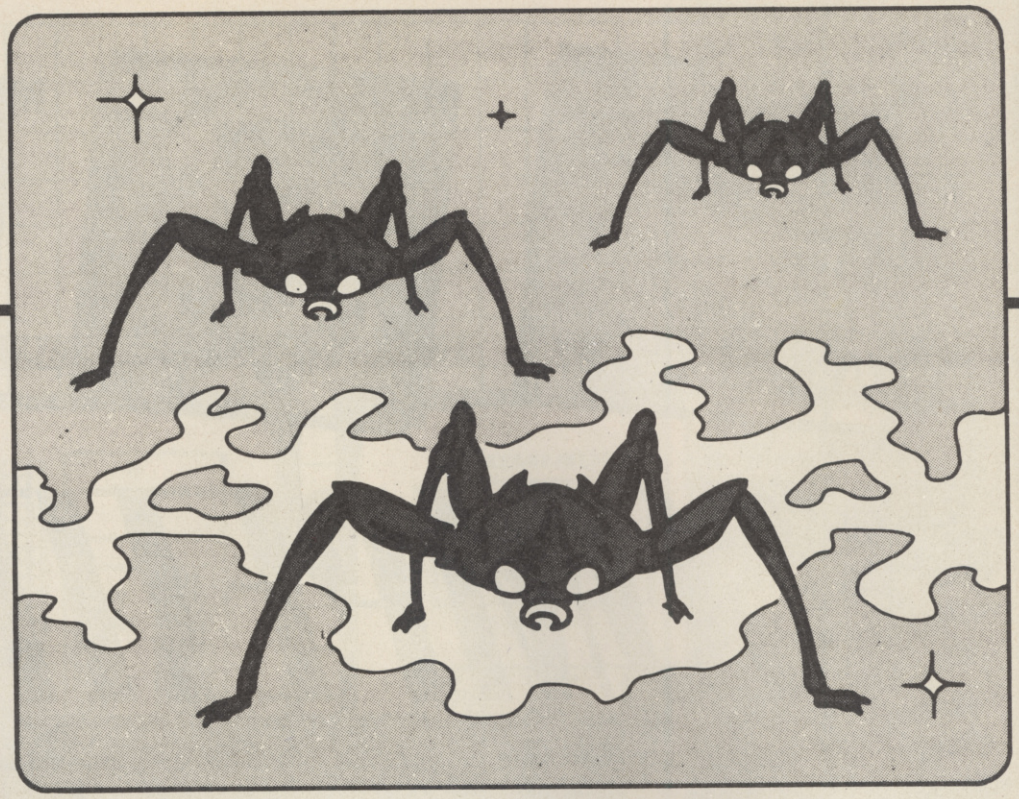


30 GAMES

Rory P Newman

OK, you've bought a computer and you want to write games rather than play them. This multi-episode course will teach you how to program the majority of home computers (VIC, C16/64, Spectrum) with details of conversions for other makes.

Animation

Animation is the cornerstone of action games, Program 1 animates a ball. In Program 1 you move the ball left and right by using keys M and N respectively. Line 10 clears the screen and should be replaced by CLS on non-Commodore computers. Line 20 puts the variable A to 11, which is half the width of the VIC screen. It should be replaced by 20 on the CBM64 and the C16; 16 on the Spectrum; but, for the BBC, it depends on the modes. The first character is a cursor up. On non-Commodore computers it should be replaced but PRINT AT 0,A"(space)(Ball)(space)'! The spaces are to delete the ball left on either side.

Line 40 checks to see if a key is pressed. It should be replaced by LET A$ = INKEY$ on the Spectrum and LET A$ = INKEY$(1) on the BBC or Electron. All LETs in any program can be left out on Commodores. Lines 50 and 60 are to see which key is pressed; if so, move in the appropriate direction. This works either by taking 1 away or adding 1 to the position of the Ball, A, which is printed in line 30. Line 70 is to stop the ball going off the edge of the screen. Line 80 is the same, but the 18 must be replaced by 4 away from the screen width. On the Spectrum, therefore, it is 28, and the CBM and C16 it is 36. Line 90 goes back to 30 to print the ball in its new position.

On the VIC there is a better way of moving. Change the following lines:

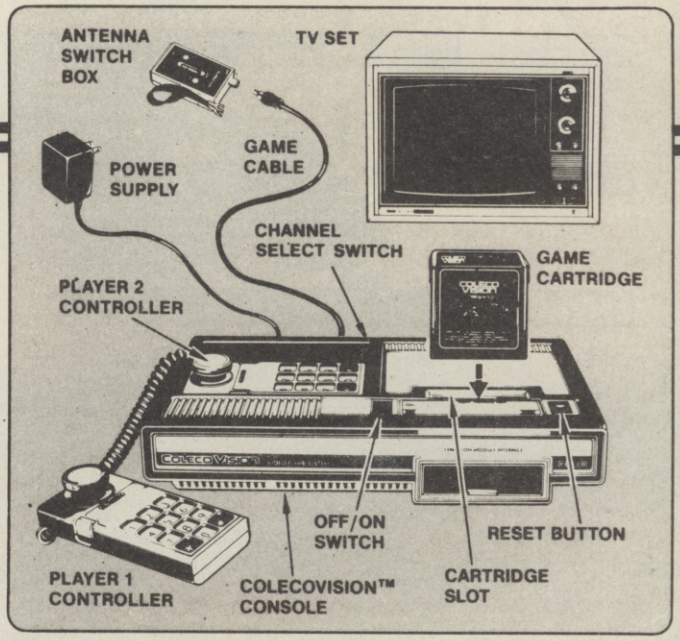
```
40 B=PEEK+197)
50 IF B=36 THEN
    A=A+1
60 IF B=28 THEN
    A=A-1
```

This does the same as GET, but in PEEK (197) the code for M is 36 and N is 28. If you try this you will find if you keep your fingers down, you keep moving until you take your finger off. To change the keys used, you must change the numbers, if you are using PEEK (197). To find the numbers type in Program 2.

After you have worked out the codes for the keys you want, NEW the program and reload the old one and put in the new codes. If you do not have a VIC, you can change the letter in lines 50 and 60 to the letters you want.

```
1 REM PROGRAM 1
10 PRINT CHR$(147):REM CLEAR SCREEN
20 LET A=11
30 PRINT TAB(A)CHR$(145)" X ":REM CURSOR UP
40 GET A$
50 IF A$="M" THEN LET A=A+1
60 IF A$="N" THEN LET A=A-1
70 IF A<0 THEN A=0
80 IF A>18 THEN A=18:REM WIDTH OF MOVEMENT
90 GOTO 30

READY.
```

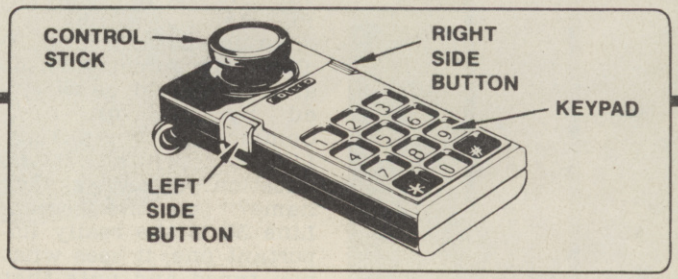



```
1 REM PROGRAM 2
10 PRINTPEEK(197):GOTO10

READY.
```

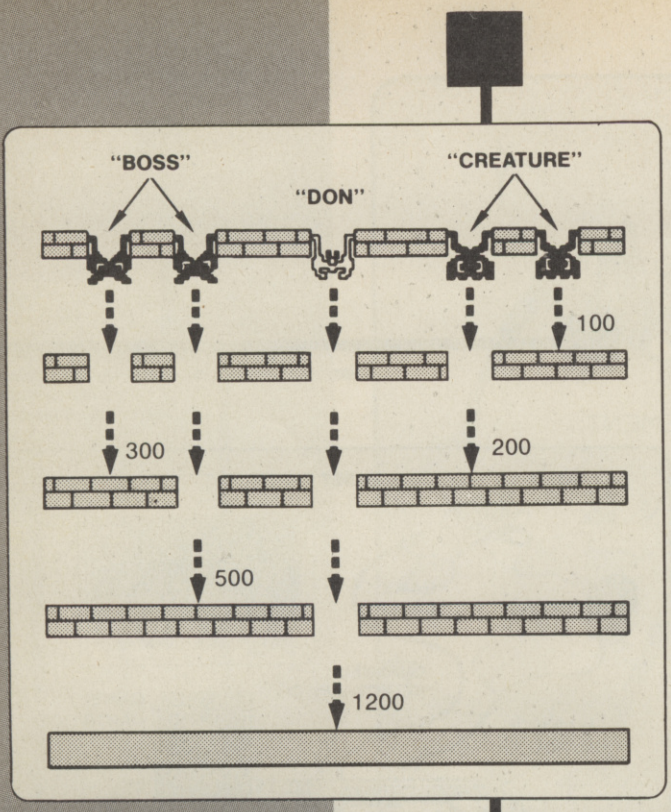
```
1 REM PROGRAM 3
10 PRINT CHR$(147):REM CLEAR SCREEN
20 PRINT "WHAT IS YOUR NAME"
30 INPUT A$
40 PRINT "HELLO "A$"I HOPE YOU  LIKE THE MAGAZINE"

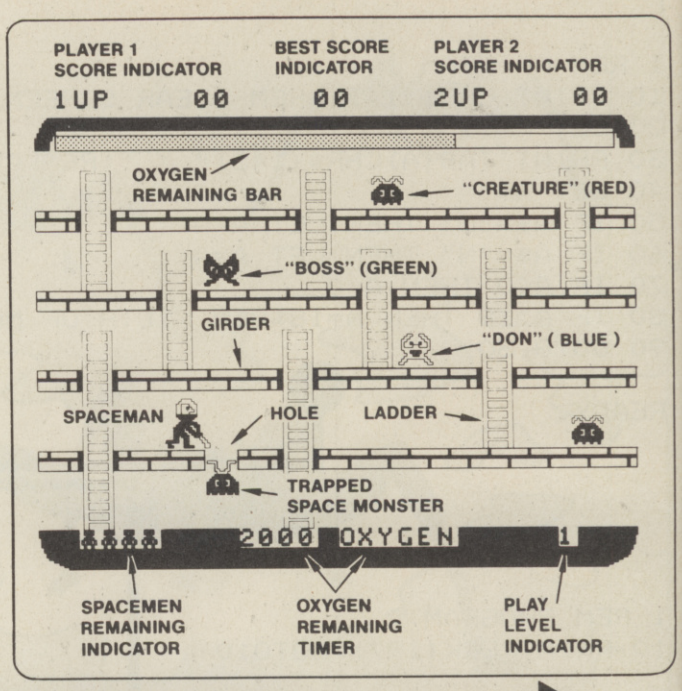
READY.
```




```
1 REM PROGRAM 4
10 PRINT CHR$(147):REM CLEAR SCREEN
20 LET S=0
30 PRINT "WHAT IS THE CAPITAL OF THE U.S.A "
40 INPUT A$
50 IF A$="WASHINGTON" THEN PRINT "CORRECT":S=S+1:GOTO 65
60 PRINT "NO IT WAS WASHINGTON"
65 FOR T=1 TO 1000:NEXT
70 PRINT CHR$(147):REM CLEAR SCREEN
80 PRINT "WHAT IS THE BEST GAMES MAGAZINE"
90 INPUT A$
100 IF A$="COMPUTER GAMER" THEN PRINT "CORRECT":S=S+1:GOTO 115
110 PRINT "NO IT WAS COMPUTER GAMER"
115 FOR T=1 TO 1000:NEXT
120 PRINT CHR$(147):REM CLEAR SCREEN
130 PRINT "WHO WON THE 1982 WORLD CUP"
140 INPUT A$
150 IF A$="ITALY" THEN PRINT "CORRECT":S=S+1:GOTO 165
160 PRINT "NO IT WAS ITALY"
165 FOR T=1 TO 1000:NEXT
170 PRINT CHR$(147):REM CLEAR SCREEN
180 PRINT "YOU SCORED"S"OUT OF 3"

READY.
```





Non-Real Time Input

GET is all right, if you want to see if just one key is pressed; but what about whole words? You use INPUT, followed by a variable string: e.g. INPUT A$.

In Program 3, line 10 clears the screen and, as always, should be replaced by CLS on non-Commodore computers. Line 20 prints up the question: "What is your name?" on the screen. Line 30 is the really important one; it sees what you typed and puts that in the box, A$. Two points to note: (1) when you have finished typing in your name, press RETURN, ENTER, NEWLINE or whatever your computer has. After any INPUT, you must hit this key; (2) in an INPUT, if you want letters to be typed in, you use a letter with $ after it as the variable. If you just want to type in numbers, there is no need for the $.

The A$ in line 40 is not in inverted commas, because this means it PRINTs the contents of the variable A$ not the characters A$. Practical uses of this command are shown in a Quiz which is what Program 4 is. It has only three questions, but can easily be extended to more by following the same procedure as the other three. Line 10 clears the screen (don't forget!!). Line 20 puts variable S (for score) to 0. I will only go over one question, as the others work in the same way. Line 30 PRINTs the question on the screen. Line 40 waits for your answer, using INPUT. Line 50 checks to see if A$ was equal to the answer; if it was, it PRINTS "CORRECT" on the screen. It then increases your score, using the variable S, by one, and jumps to line 65. It goes straight to 65, because it wants to miss line 60, if the answer was right. Line 60 PRINTS "WRONG", as if A$ does not equal the answer, then you had it wrong and it also tells you the correct answer, without adding to your score. Line 65 is a delay loop, giving you time to look at what the computer printed.

Line 70 clears the screen and the process starts again, so it would be easy to put in your own questions. Line 180 is rather interesting, because it covers two out of the three points I mentioned about lines 30 and 40 of Program 3. One S, is only for numbers, so it does not have the $. Two, it is not in inverted commas, so it prints the number in S not the latter (or character as it should be called).

Well, in that program you used GOTO, but what of this curious GOSUB and RETURN? GOSUB has to be followed by the place to go to, but, at the end of SUBROUTINE (as it is known — the little program or set of commands you GOSUBed to) you put a RETURN. This enables the subroutine to be called from anywhere in the main program. Programs 5 and 6 so the same thing, but look at the difference in length. Program 6 puts lines 25 to 26 at lines 1000 - 1070, and GOSUBs there, leaving only the question to be typed in on its own. This time the routine was used three times, but in a big program, where it is used up to twenty times, the saving of memory and time is enormous. So, in general, use subroutines if the routine is going to be used more than once.

Next time we shall be looking at Random Numbers and their uses. It will include games demonstrating their uses, such as GUESS THE NUMBER, RACE TRACK and TRASH DODGE. Until then, good-bye and good luck with programming!

Thanks to R. Hearn and J. Hodges for help with the C16 and Spectrum.

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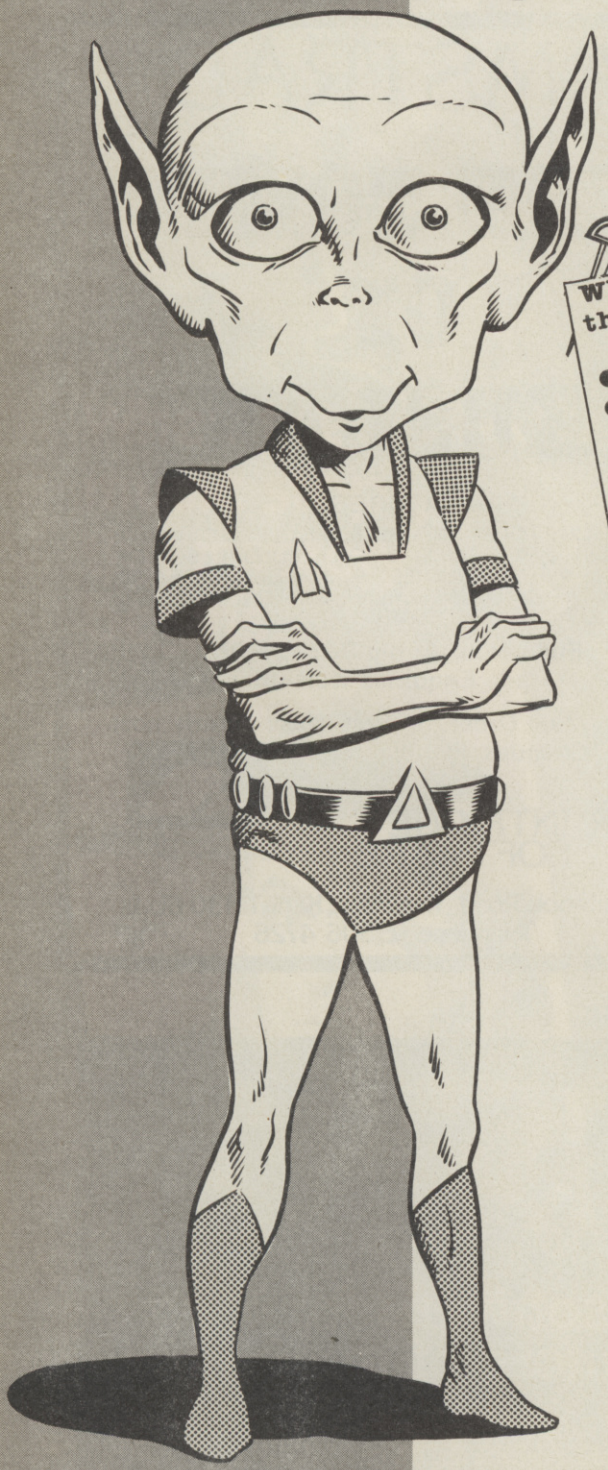

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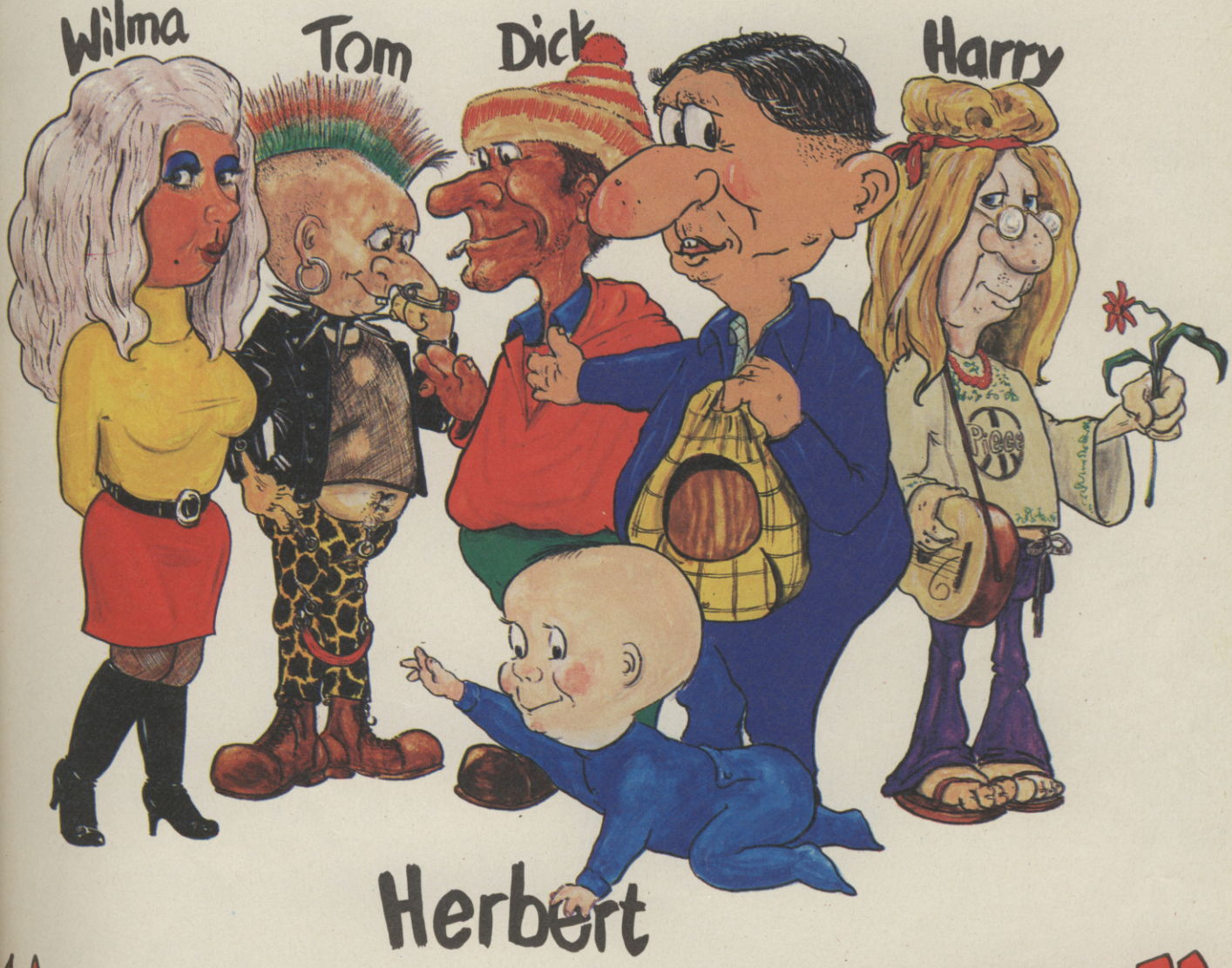

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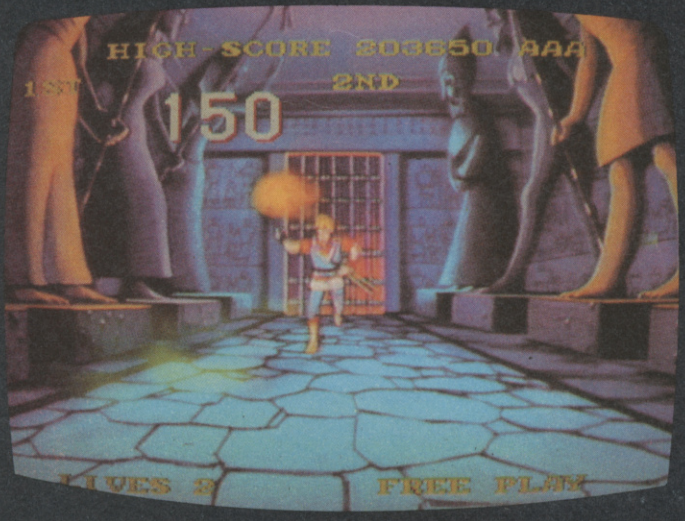
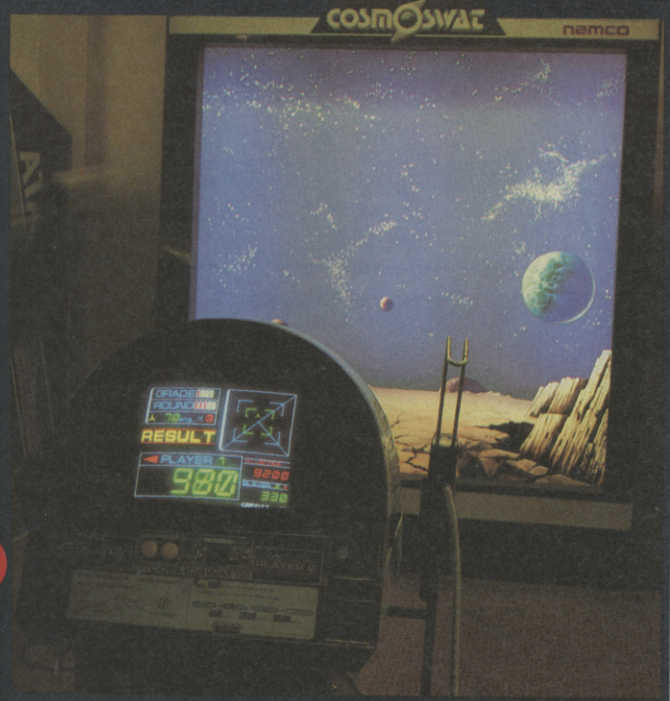
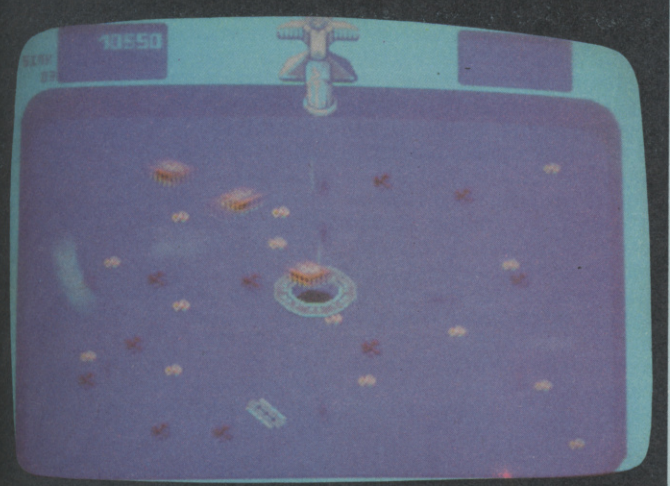






We always see future video/computer game trends in the arcades first. So Mike Roberts (words) and Ed Davis (pictures) went down to see top arcade game wholesalers Dieth Leisure, and played on the latest coin-up games.

Video disk games have played a leading role in producing games with incredible graphics. The artistry of Don Bluth has played a major part in these types of games.

His first game to hit the arcades was the much renouned 'Dragon's Lair', a comedy/adventure game with action sequences being played out on screen from an interactive video disk. The second game from the Bluth stable was the sequel to Dragon's Lair — Space Ace. This had the same central character — our hero Dirk Daring.

The latest masterpiece goes by the unlikely name of 'Super Don Quixote'. It has a rather different theme to the previous gams, with evil witches, pyramids, and other such things.

The main improvement, apart from the graphics, over the first two games is the playability of it. Both Space Ace and Dragon's Lair were a bit confusing to play with. Super Don Quixote on the other hand gives you various hints as to what you should do, a quick flash of an arrow or button symbol on the screen gives you a quick hint. One game that's worth shoving a few 10p bits into.

Another couple of games that seem to be popping up are 'Liberator' and 'Bubbles'. Liberator is a game where you are flying a helicopter and don't have the variation in things attacking you. It seems to have more a Vietnam/Korean war flavour, with flying across jungles and fighting DC3 types of enemy.

Bubbles is a different type of game. You are a bubble that has to collect up a lot of other bubbles, dirt, and other things from a sink — but watch out for the cockroaches and spiders!

Cosmoswat is what the trade calls a centerpiece, probably because there is very few other places to put machines of this type because they are so big. It works on the same principal a those old skeet shooting games that were in the arcades some years ago. Cosmoswat has many important differences though. Apart from the improved landscape there is speech synthesis, automatic guns, and a video status display.

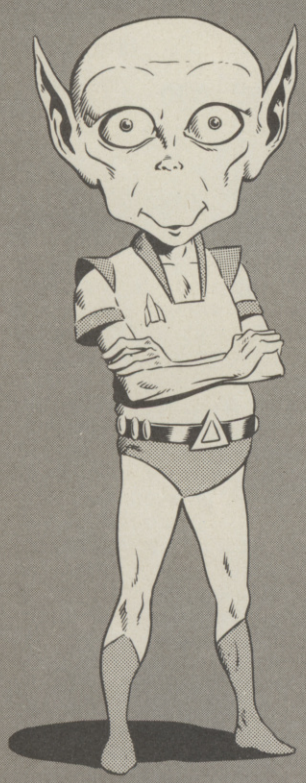
This display is quite important as it shows graphs of performance and a radar display of your hits. Depending on what level that you have got to, depends on how many times you must hit the target. This puts a very different slant on the game compared to the standard shotgun game where you have one or two targets that you must hit once and have two shots.

In Cosmoswat, whenever you hit a target it spins off in another direction, then you must shoot it again until it explodes with a satisfying crump. And having an 'automatic' rifle really helps, you can just splatter the whole screen!

We'd like to thank Dieth Leisure and especially Dave Piper for help in producing this article.

44 SOFT

—R—E—V—I—



Title:	**Flyer Fox**
Machine:	**Commodore 64, Joystick**
Origination:	**TYMAC**
Price:	**£7.95**

A secret passion of mine has been to experience the thrill and excitement of being in the cockpit of a Jet Fighter chasing marauding Mig fighters whilst protecting a plane full of passengers. This game simulates what I had in mind quite well.

The player represents the pilot in this 3D Jet Fighter Simulation where the object is to escort a Jumbojet on its flight path, through a sky infested with attacking Mig Fighters. Graphically, the pilot is presented with the view of the sky ahead and the panel of instruments in a cockpit. These two visual aids occupy the top and bottom of the screen respectively.

The joystick is the only means of controlling the pilot's manoeuvres, which include descending, climbing, banking left, right and firing. This causes the launch of the heat seeking missiles and can only be effective if the targeting computer has locked onto the enemy by sounding an audible beep.

The instrument panel, at the bottom of the screen, consists of several devices to aid the pilot in navigating around the rather bland sky. This instrumentation includes an Artificial horizon which indicates the aircraft's flight path relative to the ground. The player can then see if the plane is either climbing, descending, turning left or right. There is also a compass and an altimeter which indicates the absolute distance from the ground. This being useful for locating the airliner as it gives a precise numerical readout.

To locate and destroy the enemy there is a Radar scope, a relative altitude indicator and the ability to automatically lock onto the target while it is in range so that the heat seeking missiles can follow and destroy it even when the enemy takes evasive action. The radar scope shows the pilot at the centre of the radar screen with the enemy as blips either above or below the central point, which shows the enemy to be either ahead or behind you.

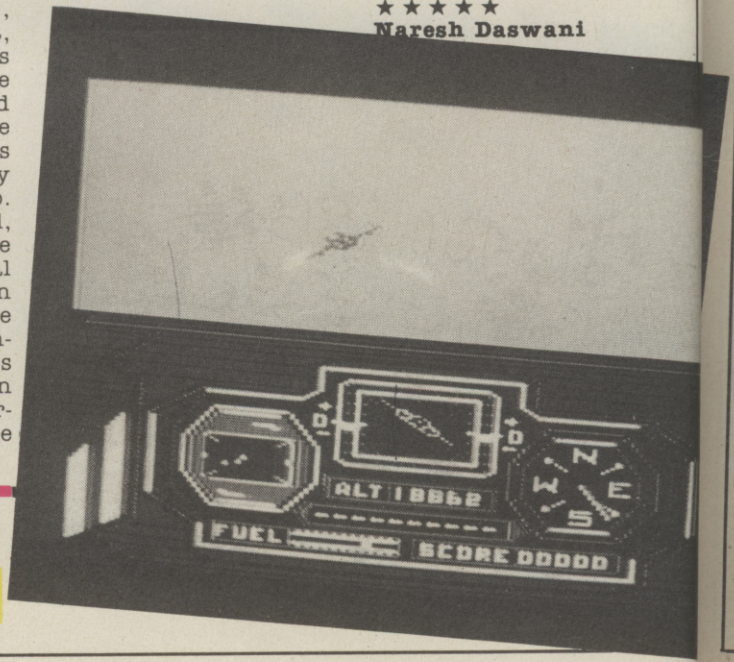
A tip that I found to be very useful was that it is easier to destroy the enemy fighters by paying very close attention to the instrumentation rather than relying solely upon visual contact with the enemy.

As the oncoming fighters appear you receive radio transmissions through beeps or synthesized speech which tell you when enemy planes are approaching, the condition of the airliner or when your fuel is getting low, as the game ends when either the airliner is seriously damaged or when your plane runs out of fuel.

The entire game is very well presented and extremely addictive. With the 3D views and the limited speech I would like to award it the following Rating.

★★★★★

Naresh Daswani



WARE-E-W-S- 45

Title:	**Pole Position**
Machine:	**BBC**
Origination:	**Atarisoft**
Price:	**£11.45**

'Pole Position' from Atarisoft for the BBC Micro is a faithful rendition of the same Arcade classic, where you are put in the driving seat of a Formula One racing car, rubbing shoulders with Niki Lauda and Keke Rosberg and other great lights in the Formula One racing world.

The game is packaged brightly with a cassette and a leaflet describing the object of the game, which is basically to drive as fast as possible without colliding with any objects which may obstruct your path to fame and glory to the world championships.

'Pole Position starts off with the same music as the arcade version as well as a bright display, the cars are quite chunky to look at as are your opponents, which can make manoeuvering between the cars at high speed quite tricky as collisions are possibly the most likely occurence when overtaking.

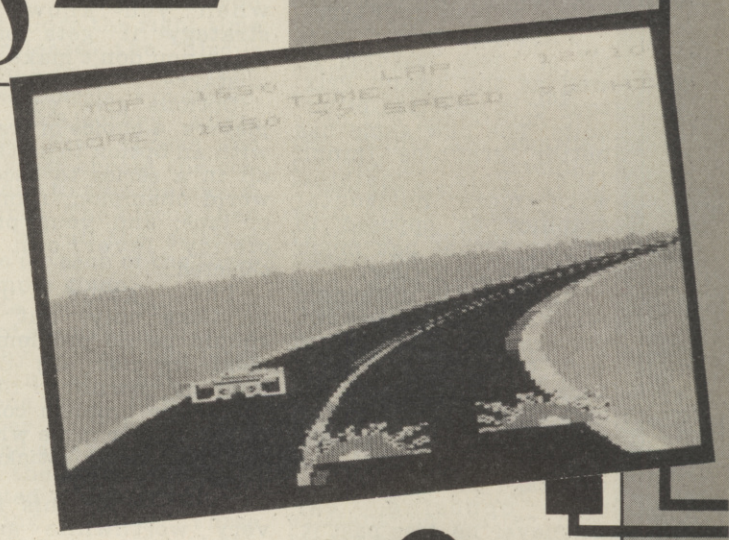
There are two settings for gear changes, low and high, low gear is best for starting up and for slowing down when encountering bends, when the roads are clear, it is best to go into high gear and race along as far as possible. Slowing down can be a real problem as the car is likely to stall from such high speeds and can sometimes result in the car stopping for good, putting pay to all your dreams of the world championship.

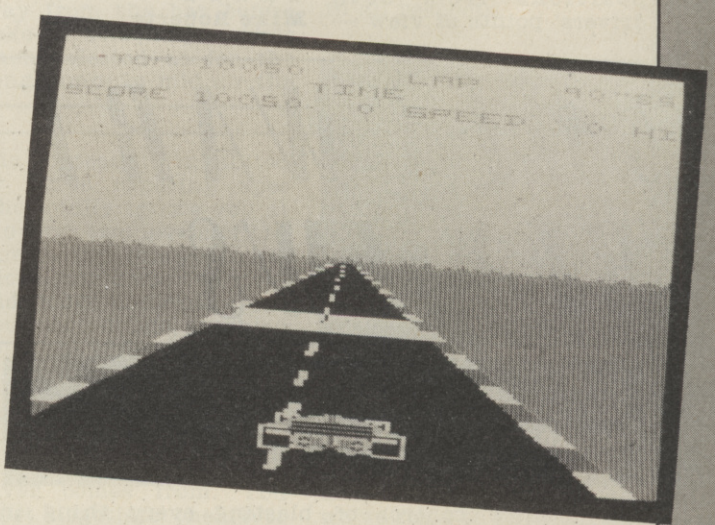
If you are successful in completing one lap in the specified time and you're at least eighth in line, you are eligible to take place in the world championship. If you are unlucky enough to crash, or to go careening off into the hard shoulder or smashing into a billboard, then you merely start off again from where you crashed, if you stopped or crashed short of a billboard, then you can in some cases not have enough room to manoeuver and you are stuck, still if you find yourself in such a state then function key 1 will start you off into a new game, you can view how many laps and general game status by pressing F2, you can toggle between joysticks and keyboard controls by F3 whereas F4 and F5 turn on and off sound, but the skidding sound effects are useful to determine speed and whether you should slow down or not, a nice touch is F6 which pauses the game, useful if the telephone rings and you are halfway through your best ever game!!

The sound effects are good, and not too noisy, swerving in and out of the other contenders shows how accurate the sound effects are and how well implemented the game actually is, the cars are a little on the chunky side, which may put off a few avid Pole Positioners, but given a little time to get used to the feel of the game, 'Pole Position' is an excellent version.

★★★★★

Clive Grace





Title:	**3D time trek**
Machine:	**C16/+4**
Origination:	**Anirog**
Price:	**£6.95**

This is a mixture of 'Star Wars' and the traditional 'Star Trek' thus it allows '3D' combat with various aliens who all look like klingons and then it enables you to move out of that quadrant via hyperspace only to engage another load of Bugs.

Not very impressive this rendition of an old tune but I suppose that Anirog are pitching this at C16 owners because there is little else on the market!

★

Title:	**Pitstop 2**
Machine:	**C64 + Joysticks**
Origination:	**CBS (Epyx)**
Price:	**£8.95**

Many people will recall the original Pitstop game from Epyx, Pole Pposition type action with the addition of strategy, deciding whether to waste time on a pitstop or gambling on completing another lap, where you might run out of fuel or blow your tyres.

Pitstop II incorporates all of these features as well as the 'Grand Prix' tour of a selection of circuits. The new game has better graphics (much like Pole Position with more horizontal graphics as opposed to Pitstop 1 that had much more of a plan view).

But the big differnece is the split screen, yes two players can race against each other at the same time, each one seeing his own view of the road. The detail is carried so far that if one car crashes, the wreckage can be seen by the opposing car whenever he goes past it. Car to car clashes are also very good, you can see the positions from both drivers' points of view — literally.

Being a fan of racing games I can say that this is one of the best that I have seen. If you are playing on your own the computer will put up a car against you, and it's very hard to beat — though when you know the strategy it gets easy, when you don't make any mistakes.

Options give you two players, a choice of tracks with an option to do them all in a series to become world champion, number of laps, and your proficiency level can be selected.

The game uses joysticks only, but ths should be no problem as most (if not all) Commodore owners have them, the problem comes in two player mode where you need two joysticks at once.

All together this is a very worthwhile game and well worth buying.

★★★★★

Mike Roberts

SOFTWARE REVIEWS

Title:	**Frontline**
Machine:	**C64**
Origination:	**Interceptor**
Price:	**£7.95**

You assume control of the Death Tank Interceptor and your mission is to destroy enemy ammo dumps that have been established on the Edward Isles. This aim is achieved by driving around the Island blasting every thing in sight. The island is very crowded and it is difficult not to die immediately one is attacked. The controls of the tank are simple except that the shells don't explode until you release the fire button thus allowing you to aim quite accurately. I found this game rather boring although it is presented very well.

So on the whole not very stunning.

★★

Title:	**ACE**
Machine:	**C16/+4**
Origination:	**Cascade**
Price:	**£9.95**

This is one of the easiest to use flight simulators on the market, as well as being the only one available for the C16.

The only fatal errors that you have to watch for are smashing into the ground, running out of fuel, and being shot down. As flight simulators go this is nowhere near as complex as the others that I have tried. There is no taking off or landing for instance, only flight and fight. The dogfight sequences are very good. The plane is very manoeuverable and can loop, roll, or do anything else that you need to do with a MIG on your tail. The plane is armed with heat seakers and straight missiles and a very easy to understand cockpit display.

Full marks to Cascade, and all in 16K!

★★★★★

Title:	**Intrigue Pentathlon**
Machine:	**TI 99/4A Extended Basic**
Origination:	**Intrigue Software**
Price:	**£5.95**

Intrigue's 1984 Pentathlon consists of two track and three field events. In order they are 100 metres, 1500 metres, discus, long and high jumps. It is for two players or one player competing against the computer.

Competitors are given names 'TI' being the opponent for a one player game. Athletes' colours are also selected with 'TI' competing in black. Some colours clash with event backdrops. Don't use these unless you want a competitor to look like the invisible man.

After kitting out you can select an event to practice or go for the full pentathlon. In two player mode competitors may practice different events.

The track events and discus throw backgrounds are stadia with clever moving advertisements for Intrigue Software which give apparent movement to the events.

In the 100 and 1500 metre races Keys are repeatedly pressed at optimum speed to try and win the event in the least time. World records are displayed, although the values remain a mystery, and it is possible to break them. For example, the 100 metres record of 9.10 is realistic enough in seconds, but how could 87.70 possibly relate to the 1500 metres? Perhaps this is an artificially shortened time to lessen the agony and boredom of continual key pressing.

The disjointed and disproportionately large discus thrower works up into a frenzy and you must judge the right time to release the discus before a foul occurs when the semicircle is overstepped. Trajectory angle figures then appear and you must choose the correct one to give maximum distance. The discus then flies off at the selected angle for each of the three attempts given.

The long jump world record seems easy to break and by a startlingly large margin at that. Can anyone break 11.50? The jumper must be checked behind a take off line and then the angle of jump is selected from a rapidly varying number. Three attempts are allowed. In contrast the high jumper must be checked some way from the bar before take-off. The jump angle is then selected as for the long jump. In mid air the jumper can be manoeuvred four times to do a flip over the bar. Three attempts are given at each height with the bar incrementing automatically after a successful jump.

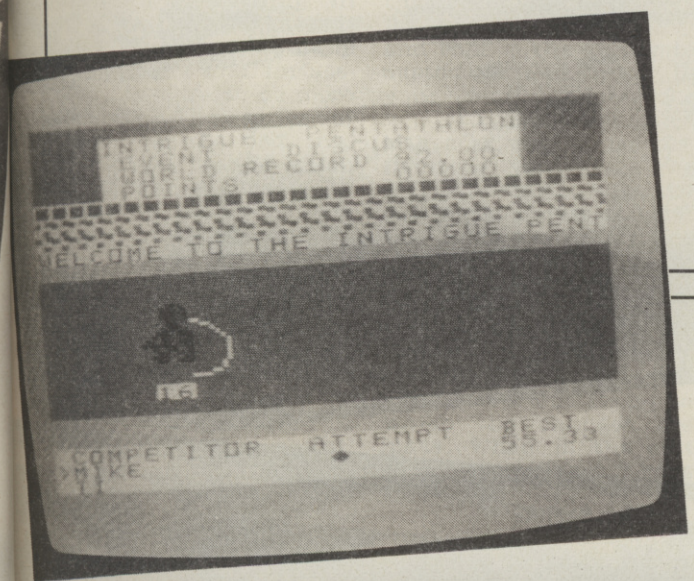
In the pentathlon proper, points are awarded for the scores obtained. These are displayed, along with event titles, world records, competitors' names, best performance and attempts made. Annoyingly, the result of an attempt is only displayed if it betters a previous one. At the end of a competition the total scores achieved by each athlete are shown.

The review cassette sound was almost non-existant no matter how loaded from either side.

Saldy not up to the usual Intrigue standards in all respects.

★★

Alastair Maclean



Title:	**Congo Bongo**
Machine:	**CBM 64**
Origination:	**US Gold (Sega)**
Price:	**£9.95**

Superb! Fabulous! Addictive! are just three of the superlatives which I won't be using to describe US Gold's 3-D jungle arcade game.

After being treated to "The Star Spangled Banner" and "Dixie" during the loading sequence, the game's sound effects appear flat and monotonous in comparison. The visuals are equally boring in the sense that there are only two basic settings, though the 3-D effect is up to the high standard which we have come to expect from US Gold.

In the first screen the player takes on the role of the White Hunter who is intent on capturing Congo, the gorilla. Like his older brother Kong, he makes life difficult by hurling down a barrage of coconuts which must be avoided as you scramble up the slopes and across a river to Monkey Plateau. The Plateau is inhabited by three capering apes who totally ignore you at the first two levels of the game. After this you must once again cross the river and dodge coconuts until you reach Congo, at which point the screen scrolls up to reveal scenario two.

If you've played "Frogger" then you'll have a good idea where the inspiration for the Great River comes from. You must negotiate the river by jumping on lillies, hippos, islands and fish to reach the other side where a charging rhino must be dodged before climbing upto the reclining Congo. When you reach him an automatic sequence takes over in which a stick from a fire is used to give Congo a hotfoot.

From here its back to the first scenario which becomes more frantic on each visit. More coconuts to dodge and the monkeys becoming more malevolent, jumping on your back if you collide with them. Removal of a monkey is achieved by jumping on the spot three times but if all three climb aboard its over the cliff you go to a watery grave. Similarly, the hazards increase at the Great River with the fish lashing their fangs and becoming more and more carnivorous.

Congo Bongo appears to lack the originality which we've come to expect from US Gold, being derivative of Donkey Kong and Frogger, and I found my interest waning. US Gold? Definitely not, perhaps US Bronze.

★★★

Jayne Goin

SOFTWARE REVIEWS

Title:	**Seaside Special**
Machine:	**Commodore 64, Joystick**
Origination:	**Taskset**
Price:	**£6.90**

This is a wonderfully original arcade action game where the scenario bears a very close resemblance to 'V'.

The game is played using a joystick to control the movements of our hero Radium Rodney. The prelude to the scenario concerns the invasion of aliens called Polytikians whose aim is to process their Nuclear Material with the aid of Earth's fresh water resources. Having taken over the Government the aliens build their Nuclear plant and begin to discharge deadly radioactive waste into the sea. This then leads to the contamination of the water as well as the flora and fauna that reside in and around it.

Our hero discovers this and tries to do something about it. The object is therefore, to help Rodney collect enough seaweed, from the beach, to take back to Downing Street as a protest.

Rodney's task is to traverse the beach whilst avoiding the rocks, aliens, Guards, crabs and the other mutated beach life, up to the waters edge to collect about 10 clump of radioactive seaweed which can only be picked up when the tide has gone out and before it comes back in again to wash away the seaweed. Whilst at the same time avoiding the alien that follows Rodney. Contact with the alien results in the loss of a life by increasing Rodney's level of radioactivity as indicated by the dosimeter.

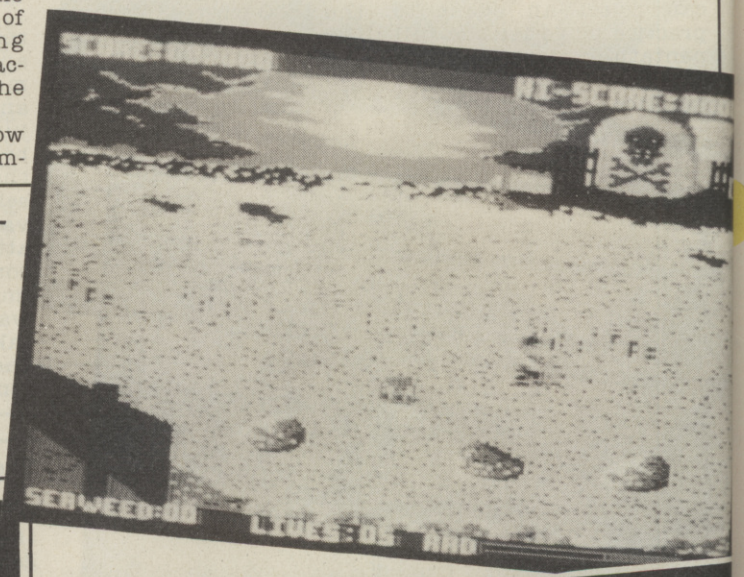
The only way to slow down the alien is to bombard them with radioactive seaweed, so as to give you more time to collect the required quantity of seaweed before you can return to Downing Street. Throwing the seaweed can be accomplished by holding down the fire button, aiming the joystick in the direction of the throw and then releasing the fire button.

A useful tip is to always keep on the move and the longer you hold onto the seaweed the higher the dosimeter climbs, which is also affected by the length of time spent paddling in the sea. Mutant crabs bite and will cause Rodney to jump. Guards shoot as they walk along the beach, so it is a good idea to avoid being on the same level as they always shoot to kill.

Once having collected enough seaweed the player is then able to go to Number 10 to return the seaweed. Here bonus points are awarded for launching and hitting the famous faces that appear in the windows by using the above mentioned technique for releasing the radioactive seaweed. I should mention that having a joystick with the auto firing mechanism is a disadvantage in this game as Rodney will never seem to be able to hang onto this collected seaweed.

★★★

Naresh Daswani



Title:	**Subterranean Stryker**
Machine:	**Spectrum**
Origination:	**Insight**
Price:	**£6.95**

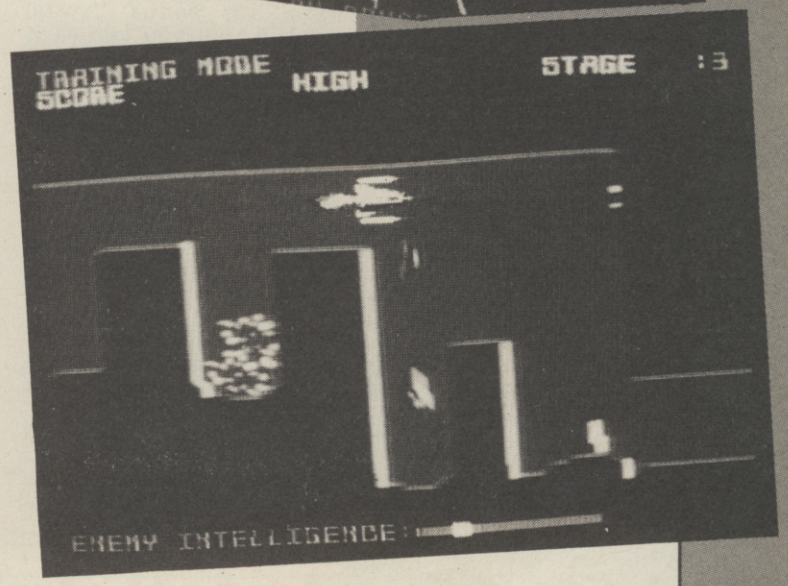
This game, whilst original in concept, tends to remind you of many other games. From the Defender style first level, through the Scramble like caverns, to the Fort Apocalypse mapping and Choplifter type men.

The idea of the game is to fly through various levels, blasting anything that moves around whilst avoiding everything else that just tries to block your way. The overall theme of the game is to rescue some miners, and most of the game is conducted down the mine flying around and blasting in and out of the tunnels.

The game also has a Microspeech option (if Dk'Tronics and Welwyn Systems can sort themselves out about who owns Currah), and a very well presented loading screen. Compared with other games of its type it is very well put together and has some good graphics and game play. Great for the 'blaster' type of gamer.

★★★★

Title:	**Penetrator**
Machine:	**Commodore 64**
Origination:	**Melbourne House**
Price:	**£6.95**



It's now time to put your skill and trigger finger into action with this Rocket Raid type game. The object is to pilot your fighter through a series of caverns to finally arrive at and destroy the Neutron bomb.

En route the player has to avoid the tortured landscape, concealed missiles and being tracked by he radar bases. the armament of the fighter consists of a forward firing gun and a bomb launcher. Using either a joystick or the keyboard, the player controls the vertical and horizontal movements of the fighter and by using the fire button/key causes a bullet to be fired as well as a bomb to be dropped.

A useful tactic is to blow up everything in sight as the radar bases if left undestroyed cause the paratroopers and surface-to-air missiles to be more accurate. The series of caverns is divided into four stages, each of which must be successfully negotiated before the next stage can be entered. At the end of the fourth stage the player is given a chance to destroy the neutron bomb. If this is accomplished then the four stages are repeated but at a higher level.

A feature which I found to be very useful, was the ability to enter a training mode with unlimited lives, through the initial menu, to allow the player to familiarize themselves with the layout of the standard caverns before their actual sortie. As with the actual game, the successful negotiation of a particular stage causes the player to progress to the next higher stage with again unlimited lives.

A couple of points to bear in mind, while playing the game are that hitting the space bar causes the launch of a single missile as well as the dropping of a bomb, while keeping the space bar pressed causes a single bomb to be dropped but allows missiles to be fired continuously.

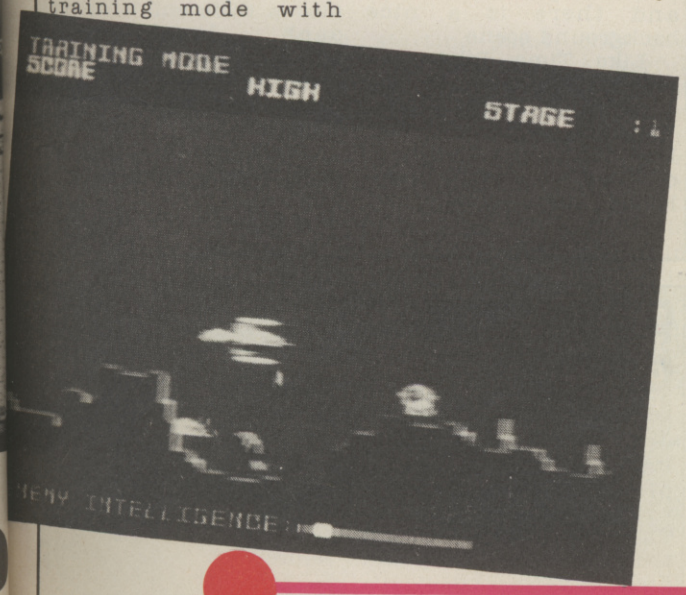
Now for the feature that I feel gives the game its addictive playabilty and that is the ability to customise Penetrator to your requirements. So, you can make the game either as easy or as difficult as you wish. The player having entered the edit mode is free to alter the landscape as well as the number and position of the rocket and radar bases.

The player can not only restructure the landscape and the battlements but also the various stages in which the changes are made. When in the edit mode, a specific set of keys can cause the landscape to scroll in either direction until the player arrives at the area to be changed.

Once having set up the stages as required, the player can then proceed to save his/her version of the changes for later use. So, in theory the player could set up a library of caverns ranging from a doddle to a sleepless night.

★★★

Naresh Daswani



Title:	**Zodiac**
Machine:	**C16/+4**
Origination:	**Anirog**
Price:	**£6.95**

This game is one in which you have a little man who looks like a teddy bear and you have to find your way around a network of caverns that are controlled by the Apostles of The Masters — a covern of powerful black magic exponents.

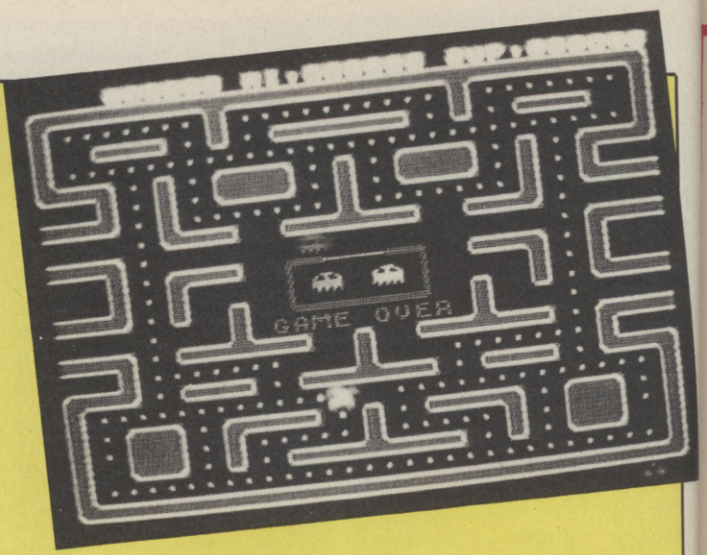
Your aim is to collect the signs of the zodiac and return them to the Time Vaults. You are equipped with a gun that will zap any of the demons that assail you however you can only fire whilst on the move. Also you always die if you touch the walls.

This game is quite original and well presented — a good bye(?).

★★★

SOFTWARE REVIEWS

Title:	**MS. PAC-MAN**
Machine:	**Spectrum 48K**
Origination:	**Atarisoft**
Price:	**£9.95**



There have been many versions of this game, indeed for some people this was their first introduction to arcade games back in the dim and distant past of the computer era e.g. four or five years ago. Well this offering from Atarisoft is from the people who brought you the original Pac-Man and although several years have past since this game was first seen it has lost none of its popularity.

Ms Pac-Man is a one or two player game with the object being, for those not familiar with the game, to gobble up the dots whilst avoiding the ghosts. The graphic display of the maze is very clear and well set out with the usual power pills located in each of the four corners. Eating one of the power pills allows you to eat the ghosts for a few seconds and thus score more points. For each ghost caught the points double so if you manage to get all ghosts with one power pill you would get 200 for the first and 1600 for the last of the four. When, or if, you reach a score of 10000 an extra life is given. Also scattered about from time to time are bonus 'fruits' with which you can earn even more points.

All the colours are very cheerful, bright and with no flickering visible and a good response to the joystick when using that option. The sound is fair with an audible warning of when you are able to eat the ghosts after taking the power pill. At the end of each level a little tune plays and you have a couple of seconds to prepare yourself for the next maze.

The maze itself has more parts to it than other versions which does make for more lasting interest but of course does make it somewhat harder to play especially when you get onto the higher levels.

All types of joysticks are catered for as well as keyboard control with the keys being well spaced and the alternative of using the cursor keys as well.

This game should appeal to all ages and for those who have not played a version of Pac-Man before, could there by such a person, addictive and a good way to while away the time without taxing the brain too much.

All in all then this version comes the closest to the orginal arcade version and compares very favourably with the one than runs on the Atari series of home computers. It just goes to show that with a little intelligent and careful programming games can be produced for the Spectrum. Well done Atarisoft.

★★★

Barry C. Evans

Title:	**Stellar Wars/Blitz**
Machine:	**C16/+4 and Joystick**
Origination:	**Commodore**
Price:	**£4.95**

If there wasn't two games on the cassette and it rather cheap I would get quite angry as the quality of these games leaves something to be desired.

They were both converted from the C64 versions that were on sale about 18 months ago. Blitz was for the VIC 20 and is over two years old.

Both games are very primitive, not very good, and I am very surprised that Commodore released them at all.

Blitz is a 'Bomber' type game, of the kind that magazines don't print any more because of their crudeness. And Stellar Wars in a 'get the nasty' in your sights and blast it' game.

Not really worth buying.

★

Title:	**Battle Through Time**
Machine:	**C64**
Origination:	**Anirog**
Price:	**£7.95**

This game is like a cross between 'Moon Buggy' and 'Time Pilot'. Like Moon Muggy, you have a vehicle that can jump obtacles and shoot up and across. Objects bomb you and there is a nice background scene.

Like Time Pilot, the levels start at world war 1, through WW2, Korea, Vietnam, WW3 (!), War Mutations, and the daw of time — rather more levels than Time Pilot really.

The game is very playable and has some stunning effects including Bethoven's fifth being played over the start up screen. There is also a different tune for each level like **M*A*S*H for Korea, and the theme music to Apocalypse Now for Vietnam.**

Well worth a look if only for the music.

★★★

Title:	**Crazy Golf**
Machine:	**C16/+4**
Origination:	**Commodore (Mr. Micro)**
Price:	**£6.90**

Very boring graphics plague this unimpressive golf game. The idea is that by controlling strength and direction of the put, you get the ball around the obstacles and into the hole. In practice you would have fallen asleep long before that.

★

Title:	**Pole Position**
Machine:	**Spectrum 48K**
Origination:	**Atarisoft**

Here is an old favourite from the arcades and will be remembered by all those of you who have had Atari consoles or computers. There has always been a wealth of good programmers for the Atari computers so that it is very encouraging to see Atarisoft branching out to convert programmes for the Spectrum.

In Pole Position you are at the wheel of a Formula 1 racing car with the objective of completing all the circuits without crashing and by beating all the opposition. But before the real race begins you have to qualify... You have 90 driving seconds in the qualifying run but to qualify for the main race you must better 73 seconds for the circuit.

After the program has loaded you are faced with a view of the race track with your viewing position being slightly behind and above your own car. Above the track are a series of lights, once the green light goes you are off and if you are using the joystick option you move the stick forward to accelerate then back to change gear. Steering is by moving the joystick left and right with braking by using the fire button. If you are using the keyboard then the keys are well placed with 'O' for left 'P' for right, 'Q' for braking and 'A' for changing gear.

I found the steering rather sluggish compared to the original Atari computer version but that would be the only criticism, apart from the sound which although it makes the best use of the Spectrum sound capabilities still makes a Formula 1 racing car sound like a demented lawnmower.

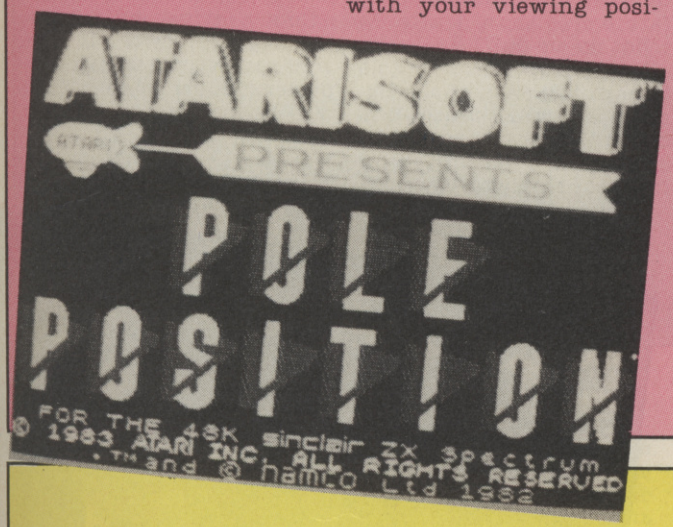
The graphics are excellent with very smooth scrolling. As you negotiate the bends on the race track the mountains in the background move across the screen in a most realistic manner. The signs alongside the race track actually have writing on them, advertising new Atarisoft games for the Spectrum, which is one better than the original Atari version which just displayed blank boards, a nice touch. The crashes are also very well done with your car bursting into flames if it hits another car or veers off the edge of the track and hits a sign board.

Once you have achieved a position in the qualifying run the real race begins. This is when it become fast and furious, it is better to use the inside track if possible as you can achieve higher speeds and it is easier to overtake other cars. For each car you overtake you get a 50 point bonus and for every five metres travelled you score 50 points and after you finish 200 points for every second left on the clock.

In conclusion then an excellent conversion of an Atari classic, a good buy.

★★★★

Barry C. Evans



Title:	**Castle Quest**
Machine:	**BBC B**
Origination:	**Micro Power**
Price:	**£12.95**

In 'Castle Quest' Micro Power have come up with a game which is a cross between Hunchback and a standard computer adventure with sound and graphics and a full scrolling screen in four directions.

Basically the player is in control of an adventurer who penetrates the castle walls of an evil wizard, the story is all too familiar, armed guards, trolls (in this case small red monkeys who do you no harm), spiders and whole host of treasures and perils all await you in your quest.

The game starts with you and empty backpack, and with the alternative of a right and or left hand starting point, only one way will bear a useful result, by picking up any treasures such as rubies or even bones and using them to either gain more points, or to wreak dire havoc upon the inhabitants of the castle will aid the adventurer in going deeper into the maze.

In the past, typical adventures such as these have tended towards typical multi screened arcade games, but with the opportunity to keep the objects you find and to move them from one scene to another means that there is a good deal of forward planning and deducation, and in many cases, some 'shots in the dark', the method of solving 'Castle Quest' will appeal to all those who spend hours puzzling over a text adventure.

The scrolling between each scene is particularly smooth and you don't have to wait too long. I found however the most enjoyable part of the game was solving the it's many and varied problems, in many cases the silliest solutions were the best (like throwing up a stool whilst incarcerated deep in the castle's murky depths to knock a torch off the walls to set fire to the bed!!!), one of the most frustrating scene's involved my falling into a river and drowning, the solution was as expected, to jump up and down, giving enough air space to reach a ladder in time!!

There are however some details which are not so good, for instance, most adventures allow the player to save their games, unfortunately 'Castle Quest' does not allow this, nor does it have a sound on/off option which will be annoying to midnight questors. There are no real clues as such, so some of the deduction is in fact pure guessing!!

Still, 'Castle Quest' is very well implemented concerning the overall game outline, it canbe played as a simple 'bash em up' arcade game, or as a more logical, thought provoking adventure, with characters that are both colourful and well presented, the graphics are fast and the response from the keyboard is equally good.

In all 'Castle Quest' is an enjoyable game of the 'Cybertron Mission'/'Hunchback' ilk, not being able to save your progress throughout the game is a problem although it's feature far outweigh it's deficencies.

★★★★

Clive Grace

SOFTWARE REVIEWS

Title:	**Gandalf The Sorcerer**
Machine:	**Commodore 64, Joystick**
Origination:	**TYMAC**
Price:	**£7.95**

There's a saying, that a man's home is his castle but to Gandalf, his castle is his home. So when a bunch of marauding lizzardmen try to make his castle their home, the Sorcerer retaliates. The player's task is therefore to help Gandalf to protect his home by using a joystick to control his movements when lauching his wrath against the lizardmen.

The sorcerer's wrath is displayed by the casting of a power bolt from the wizard's magic wand, thereby annihilating the attackers with a blast of fire. The lizardmen on the other hand have only one aim, that being to kidnap the wizard's apprentices and hold them for ransom. The ransom being a treasure which is protected by an ancient spell. If the lizardmen capture all three of the apprentices then Gandalf is forced to release the spell that protects the treasure.

So, the object of the game is to protect the three apprentices from being kidnapped by the lizardmen who constantly attack in waves from the forest beyond the castle gates. The only means of defence is to use your wizard's power to hit the lizardmen with a bolt from your wand and consequently turn them into gold coins, as a side effect. Once having amassed a reasonable number of gold coins, the wizard will need to collect them.

The way in which this can be accomplished is by allowing one of the lizzardmen to enter the castle and kidnap the apprentice. This allows the wizard to follow the lizzard, dragging the apprentice out of the castle and back to the open forest. Whilst the forced portculis remains open the wizard can leave the castle in order to scoop up the gold coins by walking over them and thereby add to the wizard's treasure.

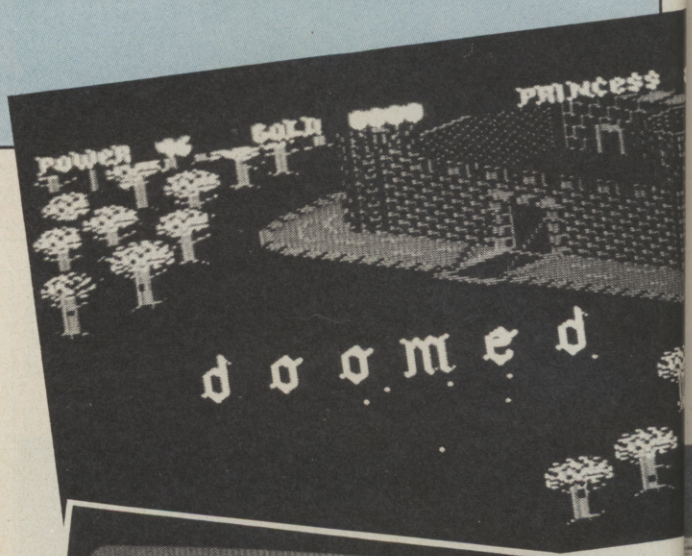
Hazards on this screen include fire breathing lizzards and yellow ostrich's whose task is to steal your gold coins if you take too long in collecting them. In the meantime the apprentice is being dragged away by the lizardmen to a fate worse than death. So what do we do? I hear you all cry. Well a Power bolt trap in the path of the lizardman will cause the oncoming creature to be destroyed, leaving you free to retrieve the apprentice by brushing against him and returning to the castle, post haste.

Having returned to the castle the level of play steps up as another horde of lizardmen attack. There are six levels of attacking lizardmen in all. Each level being indicated by the differing colours of the lizardmen as well as their speed of attack.

As you use your power, it decreases and must be renewed by the star from the castle towers. Whilst moving within the confines of the castle a deadly spider wanders along the levels and must be avoided as a sting will cause the loss of power. If the wizard is stung whilst his power is low then a life will be lost.

★★★★

Naresh Daswani



Title:	**Slapshot**
Machine:	**C64**
Origination:	**Anirog (Artworx)**
Price:	**£7.95**

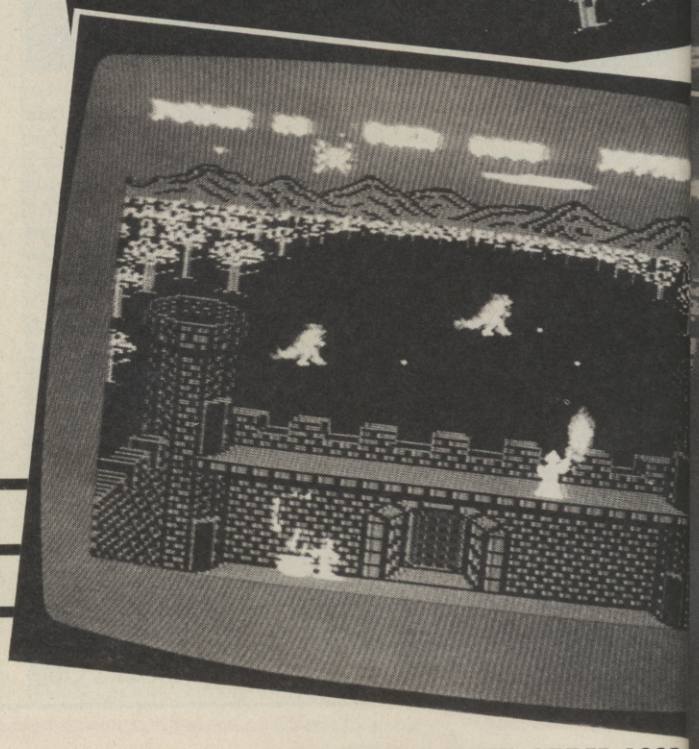
Slapshot is an excellent simulation of ice hockey between two players. The action is very similar to Commodore International Soccer, with a third of the pitch in view at any time and one player under your control and the rest computer controlled.

Play action is very realistic, as is the graphics, an added bonus is the software speech which sounds as good as any speech that I've heard, and sounds like it was done by the same group that provided the speech for Ghostbusters.

There are many features to the game including body checking and knocking your opponent's legs away with your stick, leaving him sitting on the ice.

All together an excellent game well worth getting.

★★★★★



Title:	**Snout of Spout**
Machine:	**TI 99/4A, Extended Basic**
Origination:	**Intrigue Software**
Price:	**£7.95**

This ladders and runways style game features a small trumpet-nosed creature called Snout. It has to traverse a familiar girder-like network of ladders and paths. The framework here represents an orchard in the land of Spout. Despite the musical intro of country gardens there is little foliage to be seen.

During this intro you choose joystick or keyboard control. Next you set the skill level of which there are two. The higher level provides twice as many nasties to avoid.

A Snout can go right or left on its way through the orchard and may jump to collect oggi fruit which are randomly dispersed and suspended from the runways. Every fruit collected earns bonus points. These increase in number and value on successive orchards and levels of play. If Snout clears an orchard and exits from it a further bonus is obtained. This also increases with orchards and level. There are five orchards at both levels, all of which must be cleared before the set time limits are reached. Time countdown and scores appear on screen. Snout also has to jump runway gaps and avoid a variety of creatures, collectively termed Weavils in the blurb, which travel along but not vertically, between orchard pathways. If a weavil contacts Snout then the little chap lets out an 'eek' on screen and expires only to be revived by a painful injection of serum into the anogenital region. This is not surprisingly accompanied by an on-screen 'ouch'. On touching a Weavil a Snout life is lost, of which there are five per game. The remainder are shown on screen.

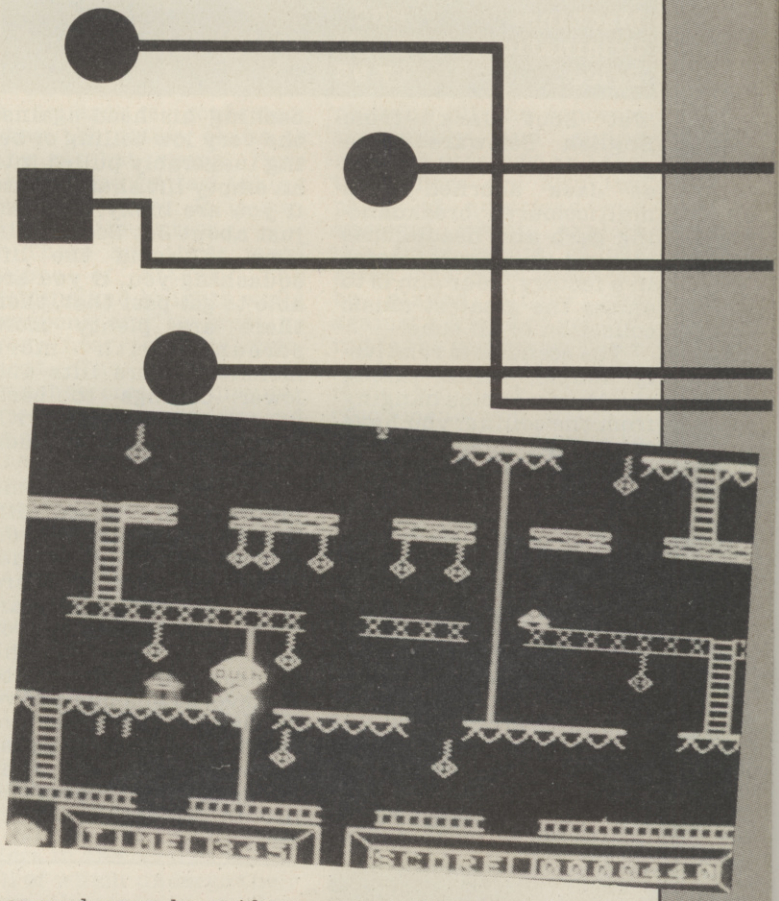
Snouts can avoid Weavils by jumping over them, sliding down poles or climbing ladders to higher orchard pathways. Jumping Weavils takes practice since there is some response delay and as Weavils travel at different speeds.

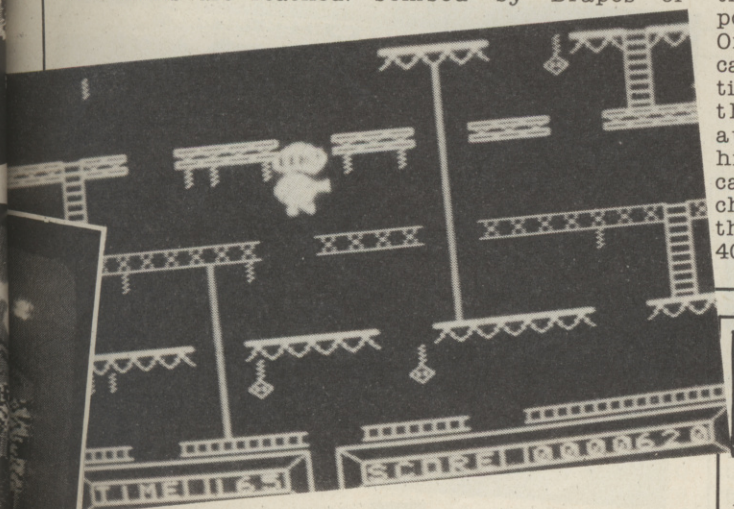
After clearing an orchard Snout enters the Drapes' cavern where for an increasingly longer time on each occasion it must avoid being dive-bombed by Drapes or pounced upon by spiders. Snout has two chances to survive for each cavern entered. If successful in avoiding the dangers therein Snout gains bonus points and a bonus life. Once all five orchards and caverns have been negotiated at the first level, the game moves on automatically to the higher level. The game can be stopped on any orchard by holding down the five key. Scores over 400 and not 999 as in the instructions are stored in a hall of fame.

The sound, instructions and packaging are all good and so is the graphics movement by TI standards. If you don't already own a game of this type then this one is well worth considering I suspect, however that aficionados will regard it as an old formula which is lacking in true lovelty.

★★★★

Alastair Maclean





Title:	**Pacmania**
Machine:	**C16/+4**
Origination:	**Mr. Chip**
Price:	**£7.50**

As far as pacman games go this is one of the best that I have ever seen on any micro. All the usual features are there — ghosts, power pills, fruit, dots, tunnels etc. Along with some new bits that are sort of teleport squares called a 'hyper maze ports'.

There are 64 mazes in all, a joystick and a two player option.

★★★★

SOFTWARE REVIEWS

Title:	**Jet Boot Jack**
Machine:	**BBC**
Origination:	**English Software**
Price:	**£7.95**

'Jet Boot Jack' from English Software is a game which involves you as Jack adorned with multicoloured breakdancing garb and headphones picking up musical notes in a factory, your aim is to amass the greatest music collection of all time.

The scenario is relatively simple, whilst taking the Musical notes hanging from the ceiling, you have to dodge under various monsters and pieces of the factory's machinery whilst navigating a series of lifts which travel up and down at regular intervals, the main problem is that Jack has to keep an eye on the fuel levels which keep his boots sufficiently powered in order for you to move him around.

At higher levels in the game there are conveyor belts which, unless you are very careful will result in either Jack bashing his head against the very low ceiling or being inexorably pulled into an empty lift shaft, where if you are lucky, you can just about Jet Boot out in time to avoid the lift squashing you, if you are able to get past that, then there are plenty more screens with more monsters, more lifts and lower ceilings to bash your bonce against, with even less time to duck down.

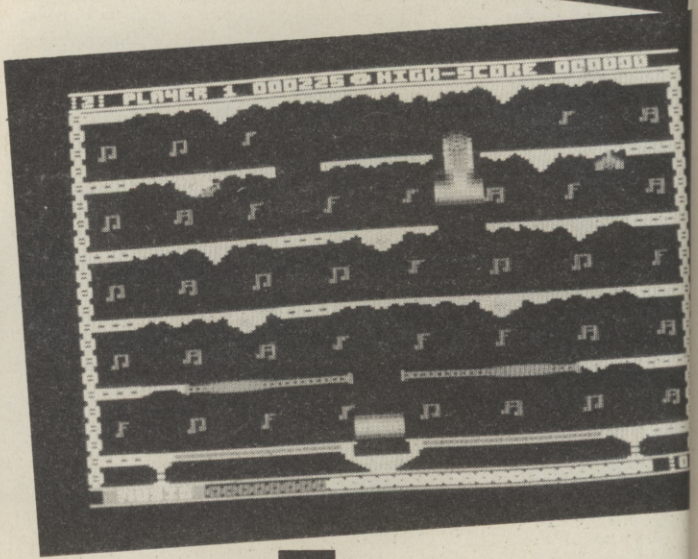
As the screens become progressively more difficult and (naturally) you end up either out of fuel or out of lives, you are given the choice of starting at the lowest level or any level up to the highest you were able to achieve, so you don't have to endure the first five levels in order to get past 'that green thing that hangs down in front of the lift' to get onto the next screen.

'Jet Boot Jack' is in many aspects of typical lifts and ladders type game, screens are very colourful with some good music, although it does become repetitive after a while, unfortunately there is no sound on/off switch which is a shame, nor is there a pause facility, the game is fast and responsive and the typical Z-X controls are already accepted as a standard layout. If you make a complete hash up of a certain screen, you can press Escape to go back to the title page, but you have to endure half of the music before you can go back to where you want to go.

The many colours and varied screens make for an amusing and relatively easy to play game, the instructions are easy to understand, and is fully documented in both the game and it's packaging, initially 'Jet Boot Jack' is similar to 'Chuckie Egg' and 'Killer Gorilla' but there is some strategy involved as you have to make sure Jack's boots are sufficiently powered, and that he doesn't stay still for too long, in short a colourful and simple game and enjoyable to play.

★★★

Clive Grace



Title:	**Hunchback 2**
Machine:	**C64**
Origination:	**Ocean**
Price:	**£7.95**

The long awaited sequel to hunchback and the story line is much the same. Quasi must dash through screens ringing bells and avoiding birds etc in pursuit of the lovely 'Ezmeralda'. All the usual features are included such as ropes, moving platforms bouncing cannon balls and the odd bat.

The display is well done the graphics colourful and smooth and also, as one would expect the sound is impressive.

Control is by joystick only and is very responsive, allowing hunchy to jump backwards and change directions in the air.

A good game and highly recommended.

★★★

Title:	**ARCHON**
Machine:	**C64 + Joystick**
Origination:	**Ariolasoft**
Price:	**£9.95/£11.95 cassette/disc**

My phoenix moved closer to the opposing basilisk, burst into flames and crisped him beautifully before he could catch me in his deadly stare...

Archon is about the struggle between the opposing forces of light and darkness. The main confrontation takes place on a 9×9 grid, the squares checkered so that it resembles a chess board. The object of the game is to occupy all five power poins or destroy the enemy forces. Where Archon diverges considerably from board games such as chess is that if you want a square occupied by your opponent, you are going to have to fight for it. This is here the arcade part comes in as play shifts to the combat arena.

The two sides start off with an equal balance of strength but with totally different pieces. The pieces are various mythological creatures each depicted on screen by their own specific icon. Thus whilst the forces of light can call on unicorns, valkyries, golems and the like, the powers of darkness are represented by such nasties as trolls, manticores and a dragon. All these creatures have their own movement abilities eg. move three squares on the ground or fly five squares.

Your forces are controlled either by a wizard (light) or a sorceress. As well as being able to participate in combat as other pieces do, they also have the power of magic in the form of seven different spells at their disposal. These include the ability to imprison or revive a character or summon an elemental to battle with one of the opposing pieces. Obviously your image is far and away the most important character you possess and should be heavily protected.

Whilst you are making your moves and vying for position on the board, another variable you have to take into account is the light cycle. Some squares are always black or white but others change colour throughout the course of the game. This affects your strategy enormously as the forces of light perform better on lighter coloured squares and vice versa. One of the mage's spells is the ability to shift the direction of the luminosity cycle.

As mentioned earlier, if a square is contested, then the action shifts to the combat arena. Here there is no genteel taking turns to move. It is survival of the fittest.

There are three main types of attack. The goblins and knights wield weapons and so must be very near to their opponent. The phoenix and banshee create a circular area of damage around them and all the rest of the pieces fire missiles of one sort or another. Attacking does not depend on how quickly you can press the fire button — it takes time to prepare a lightning bolt. The computer rings a bell to let you know when you are ready to fire another salvo. All the pieces have differing combat abilities, eg a lightning bolt may do less damage than a fireball but does not take as long to prepare.

There are many barriers in the combat arena, all of which undergo their own luminosity cycles. This again affects combat ability. Your current strength is shown in the form of a bar at the end of the arena. When that reaches zero, that icon is dead and the survivor takes possession of the square.

The accompanying manual is very clear, explaining all the concepts thoroughly and giving ideas on strategy and tactics. There are also two pages of questions and answers which explore the finer points of the game. The game itself can be played either you against a friend or you losing to the computer! There is also an excellent demo mode which I strongly recommend you watch a couple of times in order to get a feel for the game (the demo games are all different).

It is difficult to give any advice on tactics as each piece has its own and these change throughout the course of the game. Then when you think you have mastered the forces of light, you switch sides and have to start all over again.

Archon was designed by a team of professional games designers rather than a team of programmers with an idea for a game and its shows. The whole package is superbly put together and I would recommend it to anybody without hesitation.

★★★★

Title:	**CHAOS**
Machine:	**ZX Spectrum**
Origination:	**Games Workshop**
Price:	**£7.95**

You sit astride your Pegasus its wings gently flapping as you survey the battlefield before you. A few moments ago eight mighty Sorcorers gathered to do battle now only you remain. In their wake they leave the corpses or magical creatures that were conjured to do their fighting. Some of these lions, crocodiles, bears and gorillas were slain by other animals others by the undead legions of spectres, vampires and zombies. Some were suffocated by the ever spreading gooey blobs and burning magic fire and others by lightning or magic bolts thrown by the wizards.

Thus ends a game of Games Workshop's Chaos in which up to eight players compete in magical combat. Each player either human or computer controlled has a selection of ten spells selected from a total of over fifty.

It is the choice and variety of the spells that makes this an enjoyable and challenging game to play. For not only have you the selection of animals to create but also the ability to strengthen your wizard through magic words, shields, wings and armour. particularly important are the most powerful of spells which include the power of vengeance, justice and turmoil that can destroy a wizard in a single blow.

This diversity of spells will allow the players to try out numerous strategies including the infamous 'run away and hide' strategy which is made possible by spells to create magic castle, dark citadels and magic woods to hide in.

Each spell has range of values that determines its character which can be examined before casting. These include movement range and combat strength as well as combat range for creatures such as an elf which can attack from a distance, in this case with a bow and arrow.

A particularly important spell factor is its law or chaos rating which indicates its affect on the nature of the universe which gradually moves from law to chaos during the game. The present nature of the universe also effects the chance of a spell working. For example it will be easier to cast a vampire later in the game than the beginning as it is a creature of chaos.

Consequently you can never be sure that a spell will succeed. This can drastically effect your chances of survival since you can only attempt on spell between each combat turn.

During the combat, each wizard moves and fights with the creatures that he has summoned and those wizards surviving live to cast a spell in the next turn.

★★★

SOFTWARE REVIEWS

Title:	**GYRON**
Machine:	**Spectrum 48K**
Origination:	**Firebird**
Price:	**£9.95**

Gyron is modestly described by its producers Firebird as the most challenging computer game ever written. Judging by the prize on offer, they may not be far wrong. However, more of that anon.

You control a Cyron, a remote controlled probe robot with the task of penetrating the defences of an enemy computer and then destroying it. The defence system consists of a giant maze which is in turn protected by a series of towers and balls. The balls are giant robots which are immune to your weapon systems. They move round the maze in a present cyclical pattern. The balls effectively act as moving sections of maze wall. The towers are merely intent on destroying you in their field of destructive energy. They can be deactivated by sneaking up behind them and using your laser on them.

Control of the Gyron is effected either through the cursor keys of joystick (Kempston interface). The screen is divided into five windows. The main screen shows the view from your Gyron. The 3-D walls redraw themselves very quickly and smoothly as you move round the maze. The balls and towers are very cleverly masked behind these walls, giving a very menacing and sinister feel to the whole thing. Full marks for atmosphere created. Indicators on the main screen give details of your lateral position in a passage (vital this for avoiding towers) and also of approaching side passages.

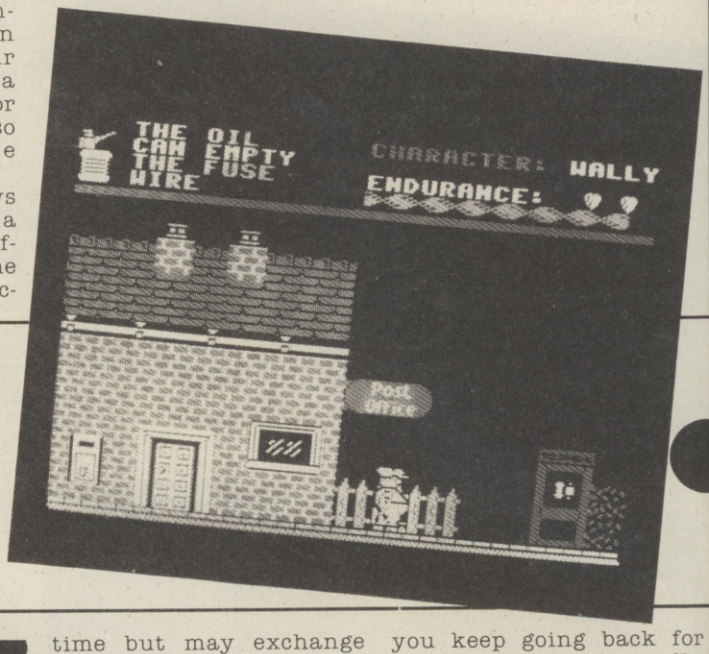
The other four windows are from top to bottom a radar scanner very difficult to use. Every time you turn a corner, the picture reorientates itself so that it gives the same view as the main screen. This makes mapping very difficult and had the effect of making me go round in circles. perhaps I just don't have a natural sense of direction.

An interesting feature of the zone indicator is that it displays the spinning icosahedron in one of twelve different colours. Very clever considering that there are only eight colours in a normal Spectrum display!

The prize on offer for completing your mission is a Porsche no less. As is well know, this is the car driven by games programmers (but not alas games reviewers!). Before you consign your old jalopy to the scrap heap though, here are a few points to ponder. You will not be able to hack your way into the code and come up with a password or similar. You will be invited to a grand final where you will have to demonstrate your prowess.

The tapes comes with two versions of the game on it. An easy version called The Atrium and the competition version. At least that's how Firebird describe it. This is obviously a new meaning of the word "easy" I have never come across before! I think that it will be some time yet before I drive away in that Porsche!

★ ★ ★



Title:	**EVERYONE'S A WALLY**
Machine:	**48K Spectrum**
Origination:	**Mikro-Gen**
Price:	**£9.95**

Take a loveable character, add a catchy tune and you have a sure fire hit on your hands. Everyone's A Wally is the third game featuring Wally and this one introduces us to the rest of his family. Not only do you have Wally to look after, but also Tom, Dick, Harry and Wilma.

The eventual aim of the game is to find the combination of a safe, open it and thus pay the gang's wages. Certain tasks have to be performed by various members of the gang but that's for you to work out as you go along. You start off controlling Wally but you can select any of the other characters who is on the current screen by pressing the appropriate key. Each character can carry only two objects at a given time but may exchange these simply moving over the desired item. The four "unselected" characters are meanwhile going about their own business and generally hindering you in whatever way they can.

The tasks you have to complete in order to get parts of the safe combination such as building a wall or delivering a parcel, seem straightforward enough but the objects lying around the place vary from the expected (screwdriver) to the unexpected (test tube). One of the major complaints I heard from people playing the game was that they had been playing it for ages and still not scored anything. I feel that you need some sort of early incentive to make you keep going back for more and this was sadly missing.

The graphics are very large and colourful ranging from pictures of parks and railway stations to the asteroids type game you come across in the middle of everything. The characters themselves are beautifully drawn and again very large but this in a way detracts from the overall.

The use of multiple characters is yet another twist to the arcade/adventure theme. By the way, look out for Herbert. Whilst he is nothing but a nuisance in this game, he is to be given a starring role in the next Mikro-Gen production.

★ ★ ★

Title:	**EMERALD ISLE**
Machine:	**Spectrum, C64, BBC, Amstrad, Atari, Memotech, MSX, Nascom.**
Origination:	**Level 9**
Price:	**£6.95**

Any new program from Level 9 is guaranteed to have adventure fans rushing to their local stockist. To encourage this mass migration even further, Level 9, in a decidedly benevolent frame of mind have cut the prices of their latest game to only £6.95.

Emerald Isle is the title of the new game, a strange place which few people visit and from which even fewer return. You chanced upon this unfortunate place when your plane was destroyed in strong winds somewhere in the Bermuda Triangle. At the last minute you parachuted to what you hoped would be safety, and the game starts with you dangling from your parachute at the top of the mangrove. Rumour has it that only the ruler of the land can escape and so the object is to get yourself promoted to king or queen.

The game boasts over 200 pictures but not all versions have graphics and quite often the same picture is used in several different locations. The graphics aren't wonderful but at least they are produced quickly, and you can turn them off if you want to. Personally, I don't like graphics in adventures and I get the impression that the brothers Austin from Level 9 don't like them either. Why put them in when their previous games full of pages of imaginative text were so brilliant? Apparently shops don't like displaying text-only gmes, they like pictures instead.

This is the first of Level 9's adventures where I have been unable to picture myself in the locations though I'm not too sure why. Certainly some of the old humour is there (you come across the Conqueror's Log — a tree trunk!) but some of the logic is a bit dodgy (You can see.... a rack of long levers... Then, when you type in Pull lever, it responds "You can't see any levers").

The drop in price of this game corresponds with a drop in quality. Admittedly, this drop is only from excellent to average and Emerald Isle is still a lot better than most other adventures. Let's hope, for Level 9's sake, that this is a one-off occurrence and that they revert to top-quality adventures in future.

★★

Title:	**TALISMAN**
Machine:	**Spectrum 48K**
Origination:	**Games Workshop**
Price:	**£9.95**

The old country has fallen on hard times again, with the forces of evil running rampant through the land. Stories tell of a region where there is an enormous source of power. You, should you decide to accept this mission, have to reach this power and so dominate the land. You will not however be able to do this without the Talisman...

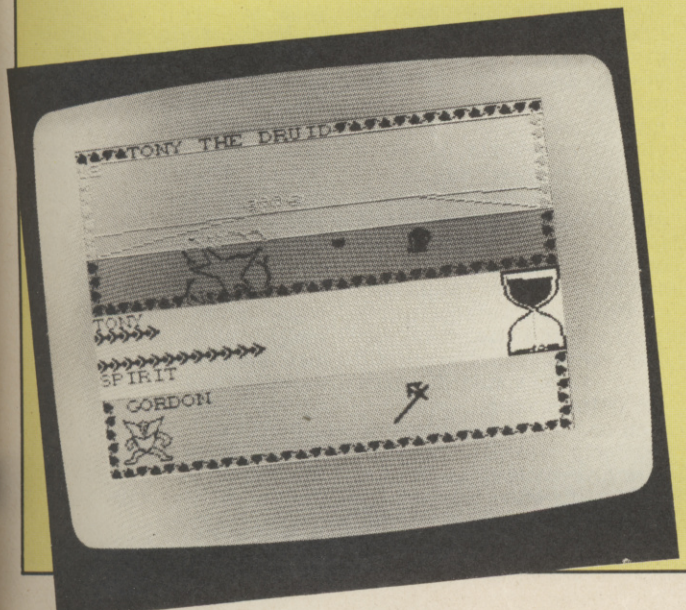
Talisman is a conversion to micro of Games Workshop's very successful board game of the same name. It can be played by up to four players or you can opt to have computer opponents if you so wish. Each of the players selects a character from a list of ten, naming them if they wish. These characters all have slightly different initial values in strength and craft and range from Ghouls and Wizards to Druids and Assassins. You can then choose whether you want the computer to play the other characters and which of 3 skill levels you want.

The game is played by moving your character through the game's fifty locations. You can move as far as you want within the time limit, which is depicted by sand running through a large hour glass. On your journey, you will find various objects and potential followers. To acquire these, you have to stop in the location containing them, but before you actually get your greedy little hands on them assorted events happen — you may have to fight a monster or it may just be a random event which increases or decreases one of your attributes.

Combat is decided by either strength or craft. The computer displays your strength (or craft) on the screen and that of your opponent, giving you the chance to run away if you deem the battle to be a lost cause. A number between one and six is then added to both sides with the greater total value being the victor. If you win a combat situation, you acquire whatever objects or followers happen to be there. These add to your strength and craft, making you more powerful as the game progresses. Combat on screen is great fun to watch. Both opponents get engulfed in a cloud of dust with assorted grunts coming up on the screen. It's not quite the ZAP! and KAPOW! of old Batman films but it's not far short.

Throughout the game, you will gain assorted spells which can be cast during your turn. These range from the fairly insipid Time Dilation, in which everyone else misses a turn, to a lethal Psionic Blast. You may also change alignment from good through neutral to evil, which may affect matters throughout the course of the game. The ultimate aim of the game is to battle through the three levels and reach the source of power before your opponents. Visually, the game is very attractive with excellent graphics, but I personally prefer the board version. I feel it gives me that extra edge being able to rattle the dice aggressively, trying to know my opponent's playing piece off the board. One of my regular adversaries though, prefers the computer version in order to deliberately thwart my tacts. You pays your money and you takes your choice.

★★★



SOFTWARE REVIEWS

Title:	**ICE PALACE**
Machine:	**C64**
Origination:	**Creative Sparks**
Price:	**£ 7.95**

The race is on to produce the first adventure game not requiring any text input from the player. The early contenders are Shadowfire from Beyond (see elsewhere in this issue) and Ice Palace from Creative Sparks.

Your kingdom is in the evil clutches of the Ice Queen whose spell of eternal darkness you alone must break. In order to accomplish this daunting task, you have to collect the seven pieces of the Ice Crown which are hidden, one on each of the levels in the Ice Palace. Not a very original plot but the mechanism of the game more than makes up for that.

The game is played in real time on two different screens. Toggling between screens is done by pressing the space bar. The action screen depicts a map of the level you are on. This consists of a number of hexagonal rooms take rooms and wastelands cannot be crossed; sword rooms contain objects. Firerooms recharge your firestick and ice rooms can be crossed with difficulty — they just waste your time.

Movement around the level is joystick-controlled. Forward moves you forward, left and right rotate you and backwards rotates the rooms around you. One of the problems in the game is that openings and exits do not always line up and so a certain amount of strategic planning is called for as you make your way through the icy wastes.

The Ice Queen is not sitting still whilst you meander casually through her palace. Her assorted minions are let loose on you in an attempt to convert you to evil. Your defences consist of a firestick which you can aim and fire at the nasties. Some can be destroyed, some merely deflected from your path.

At the end of each attack wave, a spinning cylinder appears. If you manage to move into this, your level of good ness increases. You can also move away from evil by letting the ghost of the old King fly over you. One of the clever touches in the game is that as you move up the various levels, so the number and severity of the nasties increases accordingly. This is obviously a logical defence system, but one scored in so many games where nobody seems to bother if intrude into their territory.

When you move into a room containing a sword, toggle to the other screen to see what it is that you have found. The adventure screen indicates your status and allows you to perform certain actions.

The bottom half of the adventure screen is divided into two windows. The one on the left contains a list of about 30 different action which can be selected using the joystick. The right hand window contains the list of objects in your possession.

The commands range from "take" to "put in left pan", whatever that might mean. The objects include a trumpet and an Allen Key as well as the more normal knife and sack. There is also a "help" command which gives cryptic clues should you be totally stuck. One feature on the review model (not to be found in the final version) is a cheat option which allows reviewers a chance to look at higher levels without having to solve all the other puzzles first! Other software houses take note.

There is no scoring as such. You either complete the quest or you don't. You can get killed either by being turned totally to evil or your time runs out. To help you judge your current situation, the top half of the adventure screen gives you information about how much of the crown you have found; how much time is left; your balance between good and evil; whether your Firestick needs recharging and whether or not you are under attack.

Many software houses are producing arcade adventure combinations. This particular hybrid is sufficiently different to make you sit up and take notice. My original view was that having all the commands laid out for you would make this a very easy game but this is not the case. Level one is a nice easy introduction. Level two is fairly straightforward but level three is not solved yet! I dread to think what the other levels might be like and I fear that, in my household at least, the Ice Queen will triump.

★★★★

Title:	**ALIEN 8**
Machine:	**ZX Spectrum**
Origination:	**Ultimate**
Price:	**£9.95**

Alien 8 is the second of the new generation of Ultimate graphical adventures which use the superb 3-D graphics that were pioneered in Knight Lore.

As in Knight Lore, the game consists of a labyrinth of rooms and corridors viewed from a top corner of the room. However these rooms have honeycombed walls and an exasperating collection obstacles to block your path.

Most obstacles consist of a formation of blocks and deadly spikes. You can quite simply jump on to the blocks but some have slippery surfaces and others disintegrate at your touch leaving you fall to your death.

Consequently most players will find simply getting from one room to another a sufficient challenge. If getting across the rooms wasn't enough trouble you have a mission to complete. For you, an Alien & Cybot, are responsible for the safety of the spacesip.

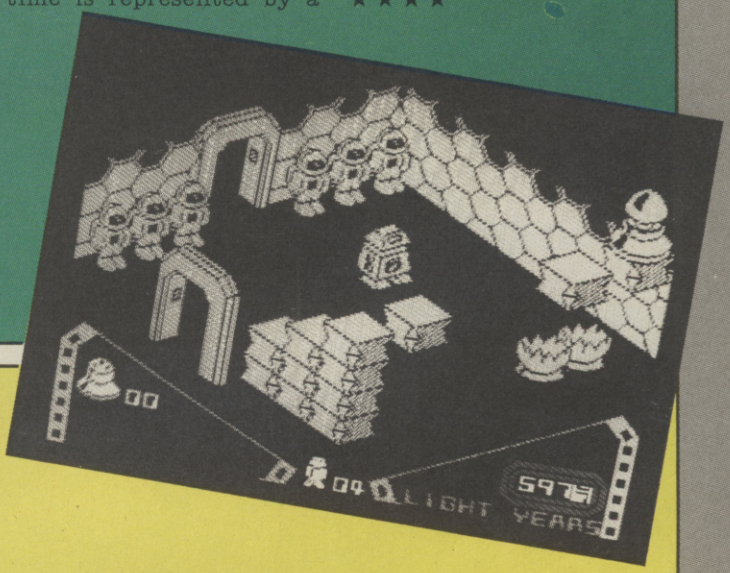
The spaceship was built by the Guardians just before their planet was destroyed and contains the last of their cryogenically preserved race. The ships long journey is almost complete but your problems are only just beginning. Among your many task you must reactivate the damaged cryogenic units while defending the ship from alien infiltration.

The ship also contains a number of indestructable robotroids which range from the undescribable to the unbelievable. My particular favourites are the clockwork mice and the dalek pigs. These shouldn't be regarded as allies as they destroy everything they touch including Alien 8 cybots. This fate is only slightly worse than reprogramming which awaits all cybots that fail to complete their tasks by the time the ship reaches the planet. The passing of this time is represented by a count of the light years left to the planet.

When this time runs out or you use all of our 5 cybot lives you are graded on your performance. If this assessment is unfavourable then you are reprogrammed which consists of being hit several times by a hammer, boxing glove and walking stick.

This is yet another Ultimate game that should be part of every Spectrum owners collection.

★★★★



Title:	**Shadowfire**
Machine:	**Commodore 64, ZX Spectrum**
Origination:	**Beyond**
Price:	**£9.95**

Beyond Software has rightly earned a reputation for excellent games ranging from the epic Lords of Midnight to the cartoon style Spy vs Spy. Its latest game is shadowfire — an adventure without text.

Instead the player controls the actions of the characters in the game through a series of icons (pictoral representations of actions). Unfortunately due to the limitations or computer graphics some of the icons require explanation before they become apparent. However once you become acclimatised this method is both quick and simple to use. This speed will become important as you try and complete the adventure for it is played in real tie.

The object of the game is to rescue a kidnapped ambassador from the clutches of the evil Zoff who has him imprisoned onboard his ship, Zoff 5. To help you complete this objective you have the services of a group of five heroes, known collectively as Enigma.

Engima is in fact a sort of galactic A-Team and consists of Toric a winged humanoid, Sevrina a safecrafting murderess, Syylk an insectoid, Zark a ruthless killer and a weapons droid called Transmaul. The team is completed by Manto who operates a transporter that allows them to infiltrate Zoff 5.

Similarly the other characters have specialist abilities and tasks and the mission will only be successful when the player has discovered the best way to use his team.

Each character has a strength, agility and stamina rating which dictates their performance in the game and are represented by coloured bars on the screen display. The screen represents your control panel through which you can communicate with your team. Through the various screens accessed by icons you can order the members of Enigma to explore and fight as you wish. However you should be warned that communication can often be interrupted. During which time the character in question may decide to adopt their own plan. Therefore it is important to keep in close contact with each member of your team which involves issuing orders as quickly as possible.

The instructions that you can give to each character are split into three groups or screesn which are accessed by selecting the appropriate coloured vdu icon. The green vdu leads you to the movement screen on which there are arrows pointing in the directions in which you can go. Simply select the required arrow and the command is issued. Similarly the red vdu accesses the combat screen in which you can order the character to attack defend or retreat when faced by an enemy. Finally the third yellow icon leads to a screen where you can pick up and drop objects. This screen is also the equivanet of the INVENTORY and USE THE commands found in standard adventures since it keeps track of objects carried and contains on icon showing a finger pressing a button for when you wish to activate a piece of equipment.

Since Shadowfire uses icons for all command input it allows the player to choose from a variety of control devices. These can range from a joystick to a lightpen with the lightpen being the quickest method.

Shadowfire is in fact the first of a trilogy of games using this system and I for one am looking forward to the next adventures of Enigma.

★★★★

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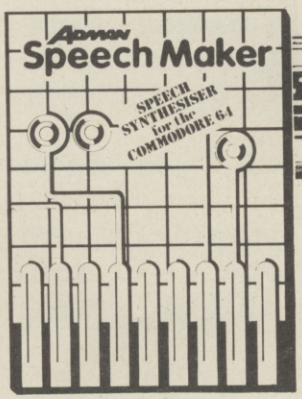

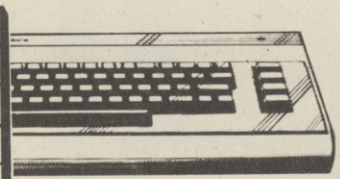

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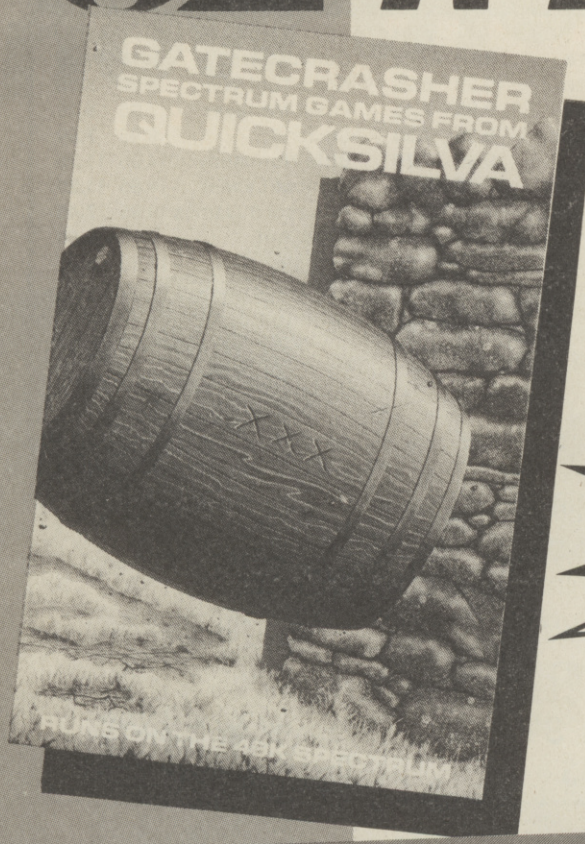

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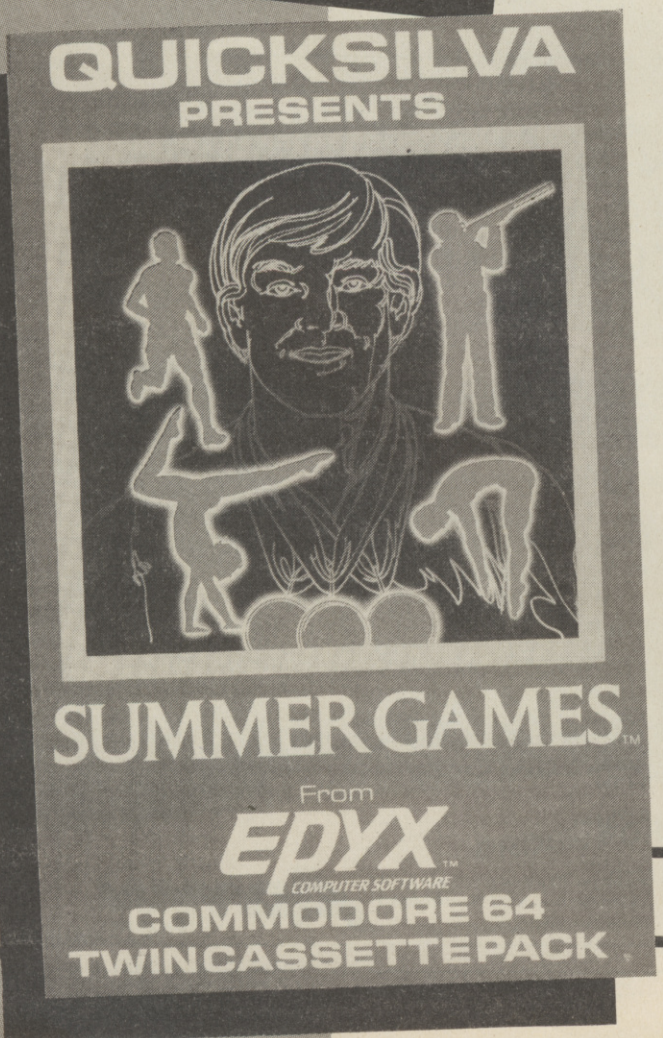

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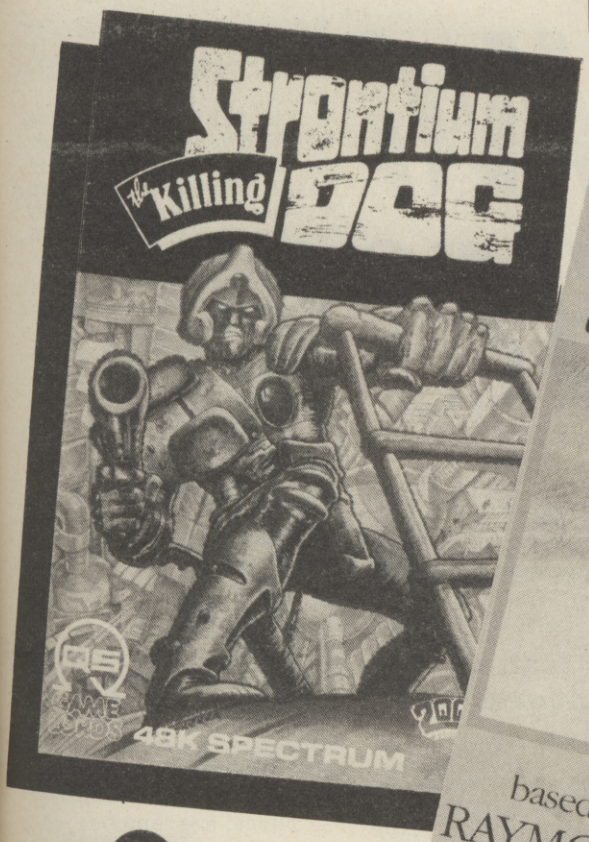

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APPROACHING ADVENTURES

Dave Bishop and Beth Wooding

A Message From The Anti-Orc League

It is not easy to define exactly what an adventure game is! So let's start by applying some 'Holmesian' logic (more of Sherlock later) to the problem and, by a process of elimination, we may, at the end, have a clearer picture of this, the most stimulating branch of computer games.

Unlike arcade games, adventures do not call upon the player to possess extraordinary hand/eye co-ordination. Adventure games do not necessarily have, or in fact need, fantastic graphics or indeed any kind of graphics at all. Finally, adventures rarely rely on zappy sound effects to increase the experience.

Throw away your joystick, unlock your mind an enter another world created to confuse, tantalise and frustrate you into mental submission. Those with intellectual stamina and a vivid imagination may succeed. As for the rest of you — your fate was decided months ago when a programmer decided to put some quicksand in your path or station an orc just where he knew you couldn't resist going.

Well the orcs have been having it easy for far too long and it is my duty to start giving them a few things to think about. So, for those of you who have not experienced the joys of adventuring, here are a few things for you think about!

A Definition

An adventure game involves the player in exploring and understanding an imaginary scenario in order to succeed in some pre-determined task. The scenario created by the author (or programmer) may be underground, in a ship (space or otherwise), in a near-deserted town — in fact anywhere and anytime. It is normally divided up into a number of discreet locations. Your task may be as simple as getting out of the town or as complicated and involved as controlling a spaceship while in suspended animation.

Exploring adventure games is normally done by interacting with the program (usually with the use of text inputs — more later) in such a way that you move from location to location gathzring information and objects as you go.

What Makes Adventures So Popular

Why are crosswords so popular? Answer: because many people relish the challenge of 'beating' the compiler by solving all the clues. The same kind of motivation exists with adventures, you are in a world created in someone else's mind, trying to unravel all the puzzles and avoid all the perils they put there — it's your wits against theirs and only superior mental agility will bring victory.

Adventures are also a rich source of escapism, allowing players to roam around and interact with fabulous planets or deserted space stations.

Unlike arcade games, whose graphical excellence are governed by such technical restrictions as pixel resolution, adventures are not confined by any such restrictions. The result is a genre of computer games of so many varied types that there's bound to be one to interest almost anyone.

Talking To Adventures

Once you've loaded your adventure, what do you do next? Well, the way to proceed with most adventures is by talking to the program — commonly known as text interaction.

For example — typing "Go North" on your keyboard will normally result in your being taken to the location north of where you were. A description of your new location will now be given as well as any objects or people that may be near. Now it's up to you again — and so on.

Thus by telling the computer what you want to do next you can travel around examining objects, talking to other characters as you go.

Text interaction can take many forms from simple verb*noun such as "Take Rope" to the complicated grammatical instructions understood by such adventures as ZORK which would be totally at home with a sentence like "Throw the newspaper, the red book, and the magazine in the chasm".

There are obvious advantages to a program that understands complete and complex sentences. One is that you will not be continually frustrated by the message "I do not understand that — please try again". Another benefit of complex text interaction is the increased flexibility given to the player. For example instead of just "Search Roses" you have "Search carefully near the Roses" or "Ask the gardener about the Roses". Notice the word 'carefully' slipping in to the example above. This is an example of the use of adjectives in text interaction which allows players to qualify instructions. A nice example of this comes in Melbourne House's timeless SHERLOCK. In Brown's study you are told there is a desk with drawers. On typing "Examine the drawer" you are greeted with the reply "You see nothing interesting here". Now try "Carefully examine the drawer"... Geronimo, you are told that on careful examination of the drawer you detect a false bottom underneath in which you find a bank statement and a note!

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Conversing With Other Characters

Probably the most interactive of all adventures are those where a player can question, order or just chat to other people or things that happen to be wandering around in your adventure.

In Infocom's DEADLINE, a whodunnit adventure, you play the part of a detective trying to solve a murder. A nice feature of this program is the ability to ask each of the suspects what they think of all the others!

It will often be possible to enlist the support or assistance of other characters by talking to them. whether it's to hoist you through a small window high up in the wall of a dungeon or to point out the footprints in the flower bed! Wherever you can (and providing it's safe to do so) always seek the help of others.

Mapping

Once you start wandering around in an adventure you will realise just how easy it is to get totally lost. One solution to this problem is to map your progress on paper.

In SHERLOCK, one of the houses you can explore belongs to the Brown family.There are two ways that the ground floor could be represented, **Fig. 1** and a second, and completely different way of showing the same thing.

1. The Hall

2. Sitting Room

3. Dining Room

4. Kitchen

5. Pantry

Large Oak door ↔ Sitting Room 2

1 Hall ↔ Dining Room 3

3 Sitting Room ↔ 4 Kitchen

5 Pantry ↔ Dining Room 3

Kitchen 4

This second method is useful when an adventure has geographical inconsistences, where going North and then immediately South does not return you to your original position.

Other information can be added to your map such as objects found (or left), characters met or actions to be carried out in a particular location.

There is no right way of mapping adventures; just find one that suits you. But find one you should — because in almost every case it will make life much easier and, more often than not, longer!

Puzzles, Traps and Dead-Ends

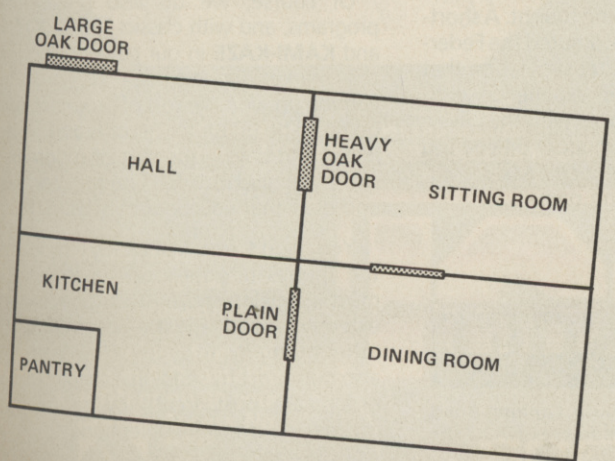
There will be many hindrances placed in your way that must be avoided or overcome if you are to reach your goal. It is however very difficult to generalise but possible, in part, to offer some advice.

Always be suspicious of everything. Wherever you feel danger could be lurking then use "Carefully" or its equivalent (if available) to qualify your instructions.

Some of the better adventures are riddled with puzzles and logical or lateral thinking problems where the emphasis is on lucid and analytical thought. Such adventures are best solved by a group of people pooling their resources together.

Don't forget to mark fatal paths and dead-ends in a bright colour on your map, otherwise you may end up being burnt to death by the same dragon five time in one evening.

Fig. 1: A graphical representation



Objects You May Find

Resident in most adventures are a number of objects — some useful, some not. As with puzzles and traps there are an infinite number of things you may come across in adventure games.

Lets take a common one and see how to get the most from it. You've arrived in a lounge with a trap door in the centre of the room (found when you looked under the carpet!). Also in the room is an oil lamp. Lamps and torches are one of the most common things you'll find in adventures many of which take place underground and miles (or years) away from the nearest electric light bulb.

So let's "Get Lamp" or "Pick up Lamp" or "Take Lamp" and open the trap door (if we've already found the key) and go down... Darkness, stupid, what good is a lamp if you don't light it? Have you got a flint... yes you found one in the bedroom. so why don't we try "Light Lamp" or "Lamp on"...Still nothing. What now...Oh no. We haven't got any oil to run the lamp... it's in the kitchen but we ignored it earlier so let's go out and get it. Huh, it's too dark to move. No movement means no oil which means no light and no movement and those footsteps are getting closer...the Orcs must have picked up the scent of th raw steak I picked up in the pantry...silly me!

A simple example which illustrates the consequences of collecting or disregarding things you may find. So always examine everything carefully, work out what it could be used for and note your findings. In many adventures there is a limit to the number of objects you can carry so it's important to discriminate between useful things and red herrings just put there to distract you.

There are much more to adventure games than can sensibly be discussed here and this article is merely to whet your appetite, but some common guidelines may serve to keep you on the straight and narrow.

1. Always make a map
2. Ignore things at your peril
3. Always read the instructions and background information
4. List all words that are understood (only necessary if the program or instructions do not)
5. Beware of red herrings
6. Where the facility exists, save your position on a spare tape or disk frequently, making precise notes as to your status at the time. This will minimise the amount of time you need to spend going over old ground.
7. Some common words understood by adventure programs:
   North, Go North, N. etc: Takes you north from the location you are at now.
   Help: Will very often give you a clue relating to the location you are in, or a character you're with.
   Look, Search, Examine: One or more of these will allow you to survey your surroundings and search for specific objects.
   Take, Get, Pick up: Guess what!
   Drop, leave, Put down: The opposite to guess what.
   Inventory: Often lists all the objects you're currently carrying.
   Others such as Kill, Hit, Run, Open, Close, Lock are self-explanatory.
8. Last but not least — use your imagination.

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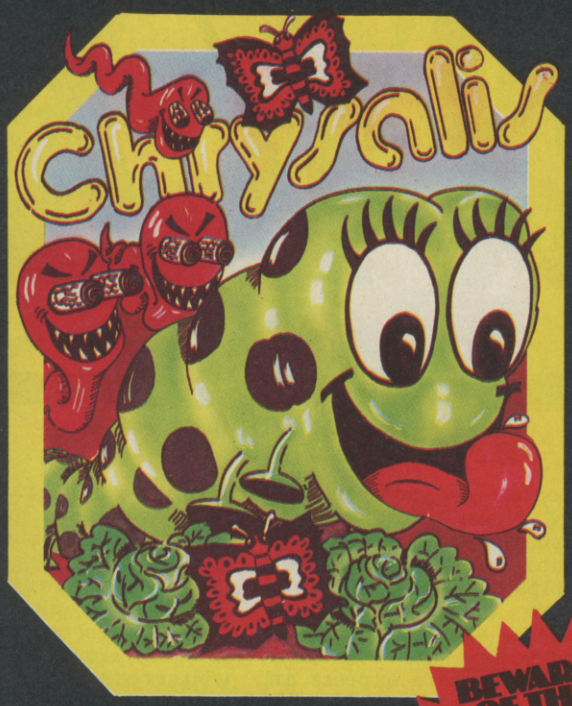

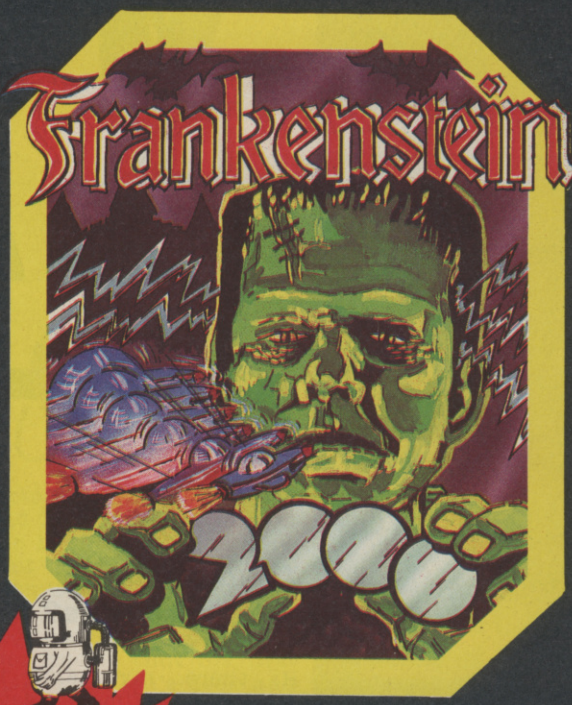

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Marion Champion

Feeling Adventurous?

Hi there, my name is Marion and I'm going to be writing a column each month which I hope will be interesting, factual and informative. The topic is software and the name of the game is 'Adventures.' Each month these pages wil be devoted entirely to an exploration of the various aspects connected with adventure games.

The market for adventure games seems to be steadily increasing and many more new and sophisticated games are being produced. Some adventure games are obviously better than others but it isn't always the most expensive purchase that will hold the best content. It isn't always easy to tell from the software descriptions just what the game will be like, so each month I will include some software reviews on available adventure games which I hope will provide you with an insight into which adventures are the best value for money and those that will appeal to you most.

Letters

Beginners to the adventure world in computer software often experience problems with adventure games and find they cannot get past a certain section. I would like to hear from any readers who do have a problem with an adventure game or have any queries which they would like answered. I will do my best to provide you with a solution to your queston. It often helps to have a different view on a problem. I would also like to hear from any one who feels they want to express an opinion on any adventure software, or anything else that might be of interest to other readers of the column. So if you have a view to air or a problem to solve, write to me at the address at the end.

If you are just beginning to involve yourself in adventure games, you may find you become disheartened after a while because you never seem to be getting anywhere. No matter how many keys you pick up or how any blacksmiths you wander into, it never helps yo win the game. Perseverence is always the answer of course but here are a few guidelines to help you get started.

In every adventure game, there are always a certain number of puzzles that have to be solved before success is achieved. The solutions may be very obvious or they may be extremely devious, either way, proving to the computer that you have managed to solve these puzzles will nearly always be the most difficult task. No matter how sophisticated your software may be, it is unable to use the English language to its full extent and its vocabulary (though possibly large) will be considerably smaller than yours. The computer will inform you if it does not understand what you are trying to say, by means of a message on the screen. If this happens you must try to use alternative words to get across your meaning, or rearrange the order of the words. A thesaurus is always a good book to have around if ever you have difficulty in finding alternative nouns of verbs, but keep it fairly simple. Software writers are unlikely to incorporate long and incomprehensible word into their programs. Many games will give you a list of the most commonly used words and abbreviations along with the short synopsis of the adventure. Do take not of the arrangement of the words that you input eg. VERB then NOUN. Computers rarely understand full sentences and extra, unnecessary words such as 'the' will only confuse it.

A useful tactic which I always use when playing an adventure is to write a list of words that the program understands as you go along. Keep that with the adventure and you can use it for reference the next time you play. There is a general vocabulary which nearly all the available programs use. Here is a list of some of these words to help you get started.

GET	DROP
TAKE	GIVE
LOOK	EXAMINE
READ	EAT
HELP	ENTER
NORTH(N)	SOUTH(S)
EAST(E)	WEST(W)
OPEN	SCORE

'Take and get' are words which don't usually appear together in the same program. The majority of games that I have played accept TAKE but if your program, does not understand this command then try GET as an alternative. Some programs of course accept both in-

NTURE
—E—W—S—

structions. HELP is always an interesting one to try even if you don't need any. Not all programs will give help on request but most of them understand it anyway and some provide some quite witty remarks on a demand for assistance. Before you call it a day with your adventuring, it's worth finding out what your score is so far. It will give you something to aim at next time you play.

Finally all the best adventurers that you find neck deep in the perils of an adventure will have somewhere in the near vicinity, a map of the game containing information about dangers that can befall you in certain areas and also which objects can be found where. My sketch maps always look rather rough and ready but it is the only way to remember your bearings and not get hopelessly lost.

Books

Whilst out browsing through a selection of software in my local software shop the other day, I came across a few interesting book for the Commodore 64 and a similar one for the Electron. All three were about adventure games, two, 'Adventure Games For The Commodore 64,' by A.-J. Bradbury, and 'Exploring Adventures On the Commodore 64' by Pete Gerrard, looked into the details of writing your own adventures and tricks with programming techniques that can be of use. And the third, 'Adventure Games For the Electron' by A.J. Bradbury enlightens you on some of the secrets behind the top adventure games and also gives you some programs to try.

Reviews

TECHNICIAN TED
48K Spectrum
An Arcade Adventure
By 'Hewson Consultants'.

I have to admit before we start, that arcade adventures are not my strong point, but 'Technician Ted' was great fun to play. As you can see by the picture, he certainly looks an extremely enthusiastic worker but his boss seems to have him on a black list and is out to end his career as a technician before he has even had time to start.

Ted has just enrolled with the local microprocessor factory as a technician. He starts work promptly at eight thirty A.M. every morning and works till clocking off time at five thirty P.M. His boss has set him twenty seven tasks, all of which must be completed by clocking off time if he is to stand any chance of promotion at all. If however he does not complete these tasks, oh boy, Big Boss will come down on him like a shot and Ted will be out on his ear (or more appropriately in the dustbin as the amusing little graphics sequence shows, when Ted fails to accomplish his task.)

Ted's fiendish boss however, refuses to tell Ted what these tasks are to be and where they are located within the factory. Good old Ted, undaunted, asks a mate of his who also works at the factory to help him out, and he is given a map of the layout of rooms adjacent to the canteen on the premise that Ted buys him a cup of tea at break in the canteen. Ted's mate also knows that his first task is at Ted's desk and that after that he must visit the silicon slice store Ted is also informed that his next task is in the diffusion furnace but his mate unfortunately has no idea where that is.

Ted's desk is strategically positioned right underneath the nose of big boss, next to the office appropriately named 'We Call Him Sir'.

In each room Ted has to hit two flashing boxes in correct sequence to complete a task. Sound easy? It did to me but Ted's luck is certainly not in today for the whole world appears to be down on him. It's not often that rampant televisions, silicon slices, and filing cabinets all gang up on you.

In fact the writers of this game have incorported some rather gruesome deaths. The cloakroom is full of death traps, everywhere you go you stand the chance of being speared by a nasty hook. Jump one step too soon or too late and you could end up hanging by your neck on the end of a coat hook. Still not to worry, it's only another life lost and Ted doesn't seem in the least perturbed. He just goes merrily on his way bouncing into pots of trouble around every corner.

Some of the tasks mentioned above (hitting two flashing boxes in correct sequence) have a time limit imposed and you have to hit the second box before the time has run out. You will know if there

is a time limit because two silicon wafers will appear at the bottom of the screen and run along a pink strip to the end. When they reach the end of the screen your time has expired.

The pink strip along the bottom of the screen is known as a 'Tell Tale'. This lets you know how many lives you have left by the length of it. As well as a limited number of lives you will find that you are on a clock to complete the tasks. The clock runs from eight thirty A.M. to five thirty P.M. unfortunately not in real time. The time of day is shown in the bottom right hand corner of the screen so that must be watched as well as the 'Tell Tale', although I found that this won't be necessary until you are well practised at staying alive.

A surprise element in this game is it's full event processor which means that solving a problem in one room changes the nature of another problem elsewhere.

Technician Ted is Kempston, Sinclair Interface II and Protek compatible.

Throughout the game is played a musical accompaniment to Ted's activities which luckily can be turned off since it could become extremely irritating after a time. The keys on the keyboard are well chosen for ease of use and the program incorporates a pause option to stop the game if necessary. The game has over forty high resolution screens which means an awful lot of rooms to explore to find the twenty seven tasks in the Chip Factory.

An excellent game nevertheless, I hope you have better luck than I did.

HEROES OF KARN
48K Spectrum
An Adventure Game By Interceptor Software.

'Long ago in the reign of Beren, last of the Mountain Kings Of Karn, there came from the distant north a horde of fell creatures, borne on the wings of darkness. Dragons there were and Vampires too, and weavers of enchantment, and nameless things from the deep places of the world. They swept down as a dark gale upon the halls of the Mountain King and terrible was the slaughter of men. From the Gates of Karn escaped but those few of greatest might. Four was their number and these were their names:

'Beren the might, last king of Karn'
'Istar the wise, lore master of great wisdom'
'Haldir the elf lord from the northern woods
'Khadim the dwarf, carver of stone'
These then were the heroes of Karn and mighty they were. Yet not mighty enough, for one by one they fell captives bound with iron and stone and magic spells. And darkness fell on the land, darkness unbroken until one day, there came to Karn a stranger from a strange land, and the stranger went forth into the wilderness and fought with the powers of night and released the heroes and with them removed the Shadow from the land of Karn for ever. Then the stranger departed and none Know to where.

So reads the cryptic scenario of the heroes of Karn. But hero of the story you are not for you play the mysterious stranger who lifts the darkness from the mountains of Karn and then disappears without trace. Find your way carefully around the city of Karn, choose your route warily and remember that things are not always what they seem. You the stranger have few special powers at your command and must therefore enlist the help of others in areas where the forces of darkness stand gainst you.

You have plenty of time to sit back and admire the colourful graphics of your location in this 100 percent machine code graphical adventure whilst speculating on your next move. Choice of route may at first seem obvious but beware, you could just be walking into a trap.

Heroes of Karn I found to be a rather interesting adventure. The short story given with the tape, (part of which is quoted above) gives the game an air of mystery and expectancy. As I found during play, the story needs to be studied rather closely in order to overcome some of the obstacles and puzzles. A fairly wide general knowledge is a definite help and even a knowledge of certain fairy tales can come in useful. The adventure is described as one for advanced players, but I think that although an experienced adventurer would have an advantage, a player with an informed and devious mind would have no more difficulty than the former in achieving success.

I was quite surprised to see the complexed sentence structure employed by the program. It was quite happy to accept full sentences as opposed to the usual two word inputs. There was however the drawback that this narrowed its range of vocabulary somewhat which I found disappointing.

The game incorporates the usual additional inputs of score, which displays your score so far as a percentage, QUIT, to leave the game if you have had enough, SAVE, to save your current position on tape for a future game, HELP, to give you help when you need it most, I found this last command rather unhelpful as the majority of times that I called upon its infinate wisdom it told me that help wasn't necessary at this point. Still, all in the fun of the game I suppose.

Finally of course INVENTORY, to give you a list of the objects you are carrying and LOOK, to redescribe your location.

Not every location has a picture to go with it but for those that did the

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graphics are very colourful and impressive.

You will come across a fair number of animals on your travels in Karn, Bears and Serpents and Frogs to name but a few, not to mention the pirate but as I said before, things in Karn are not always as they seem since darkness fell on the land many changes have occured. Incidentally, I would be interested to hear from anyone who could tell me what a 'BARROWIGHT' is, so do drop me a line if you think you have the answer.

Avoid the perils, rescue the heroes and banish the darkness from Karn forever.

Heroes of Karn gets a 'highly recommended' qualification from me. Definitely worth having.

HELLFIRE
48K Spectrum
An Arcade Adventure
By Melbourne House.

Hellfire is an arcade adventure from Melbourne House. The description of Hellfire runs as follows:

'Re-enact the trials of Ulysses in this fast moving arcade game with a difference. Climb the slopes of Olympus, avoiding the falling boulders and the destructive stars of the Gorgon, and outwit the Minotuars in the Temple of Knosses, only to be trapped in the maze, where lives the reptilian assassin and the fireball thrower. Can you avoid all these perils and join your peers in the Elysium fields?'

The combination of the title and the above description left me in great anticipation of the game that was to follow but I regret to say that I was a little disappointed with the result.

There are three levels of the game to complete and once past the final level you have won.

The first task is to climb the ledges up to the cave entrance. To do this you must jump from ledge to ledge being careful not to fall for you could lose a life. Avoid the falling boulders which roll under your feet and knock you flying to your death. You must also use your shield against the Gorgon's deadly stare.

This first level was surprisingly the best of all three. There was a certain amount of skill and practice required in jumping from rock to rock in order to reach the cave entrance whilst avoiding the falling boulders. The little man running about the screen is extremely athletic and can reach an amazing height with his jumping. This level still had its drawbacks however. The Gorgon was nowhere to be seen and I was most upset to find that the ledges on my screen were not the delightful shade of green they appeared on the inlay card, but a rather boring black and white. (Before you ask, no my television is not black and white!) Still I pressed on and found to my delight when entering the cave entrance, my score shot up by a huge amount very rapidly.

Once that level is achieved you find yourself in a sacred temple inside the mountain ready to attempt the second task. The temple consists of four height levels with six pillars, three pillars for very two levels. You must run from pillar to pillar, sneaking past the minotuars on guard. Running from pillar to pillar transports you to another part of the temple. This transporting appears to be completely random and where you reappear could be anywhere, so getting up to the entrance to the next level is purely a matter of luck. The minotaurs stayed rather tamely on the lower levels and were fairly easy to avoid. I found to my annoyance on a couple of occasions that even when I had managed to reach the door at the top of the temple, I couldn't get up the next level.

When reaching the third level to begin the final task, you are given three maces. You must find your way through the maze and attempt to locate the exit. Use your mace to kill the monsters and break exits open. Extra maces can be found in the chests scattered throughout the maze. I found this level rather more difficult. Arcade adventures as I said in a previous review are not my strong point and I never had time to find extra maces to defend myself with before getting well and truly beaten by the opposition. When you do run out of maces, a nice cheery message appears on the screen. 'You have no maces left, you have no chance of survival'. The only consolation that I had was that I made it to the high score table.

The game is not joystick compatible but keyboard operational only, though this is not necessarily a drawback. I myself find a keyboard easier to use and the keys were well chosen so I had no problem with movement.

It's a pity the game did not live up to my expectations and I wondered at one point if perhaps there was a bug in the program. Both sides of the tape however loaded perfectly every time so I assume there was no problem. If a reader who possesses Hellfire has found the game to be rather different to my description, please write and inform me and I will make the appropriate corrections.

The Story Continues

Well that's it for this month. Next month I will be reviewing some BBC programs which you may find of interest. Don't forget to write in, the address follows.

See you next month.

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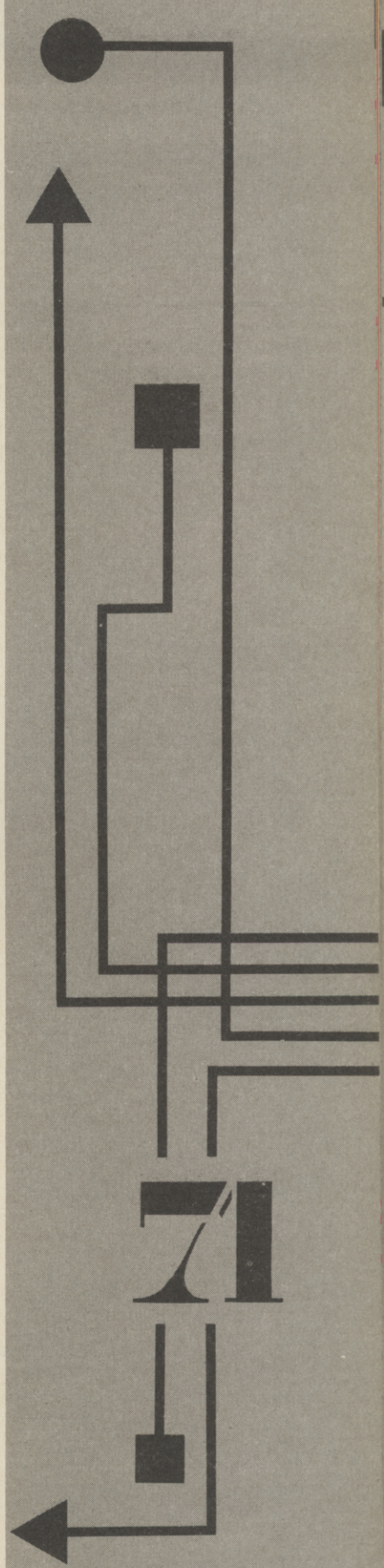

BETWEEN THE COVERS

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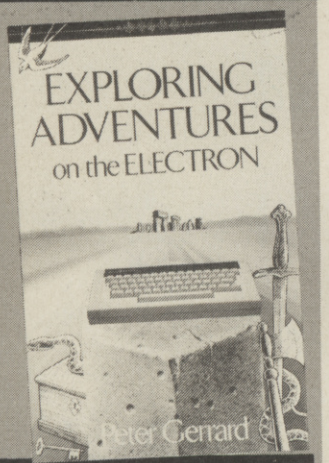

Exploring Adventures on the Electron
Peter Gerrard
£6.95
Duckworth

This is a complete look at the fabulous world of Adventure Games for the Electron computer. Starting with an introduction to adventures and their early history, it takes you through the basic programming necessary on the Electron before you can start writing your own games. Inputting information, room mapping, movement, vocabulary and all sorts of useful hints are explored in detail. There follow a number of adventure scenarios, just to get you started and finally three complete listings written especially for the Electron which will send you off into wonderful worlds where almost anything can happen. The three games listed are also available on one cassette.

Winning Strategy Games on the Commodore 64
Toby Matthews and Paul Smith
Ellis Horwood

This games book is different in that it challenges the computer user's intellect rather than his reflexes. The computer games player who has tired of shooting down alien spaceships and chasing dots across the screens will find an instructive and consuming alternative to the common computer game. The ten games programs differ widely — from stock market investment, running a computer manufacturing business, to Grand Prix motor car racing. The games are long, but straightforward and easy to type in: a list of control characters in upper and lower case has been included for reference whilst typing in programs. Other instructions and subroutines are provided to help the user devise his own programs.

The book will help the reader devise his strategy games, explaining the games in the book in detail and leaving it to the reader to work out the winning combination of variables for each game.

Vic Games
Kevin Bergin
£6.95
Duckworth

This is a collection of 20 exciting and interesting programs for the VIC 20, most of which will run on an unexpanded machine. The games included are Golf, Air Attack, Snake, Punter, Defense and more as well as two adventure games. There are also some utilities, including Tape Search, Code Creator, Block Graph and a complete listing and BASIC Loader for Tinymon.

Instant Arcade Games for the Commodore 64
Jean Frost
£3.95
Pan Books

Described as "nothing short of a revelation" for newcomers to computing, this book offers a library of imaginative software subroutines and user-defined graphics to enhance the efficiency and visual impact of games programs.

The contents comprise the following main sections: BASIC and games, computers and cheesecake; Building blocks, an example construction; Arcade games, a selection of Lego bricks; Starting to write your own games; Further explanations and understanding BASIC; Character graphics and sprites; Arrays and adventures; Adventure games, a selection of Lego bricks; Further adventures; and Some parting remarks.

Giant Book of Games for your Commodore 64
Tim Hartnell, Roger Bush and Robert Young
£3.95
Fontana Books

In this book of listings for the Commodore 64, the authors have attempted to include games to suit everyone's tastes. There are fast-action arcade type games using both sprites and user-defined characters. There are also word games and adventure programs; the programs have been produced using the Commodore VIC-1520 plotter printer to give clear listings. This printer however does not reproduce the control character symbols or the graphics character available in the Commodore 64 character set. Instead it produces its own set of symbols to replace these: a complete list of the symbols and their meanings is given, though and Rem statements have been included where possible in the program listings themselves to explain the symbols. A sample of the games in the book are Space Challenge, Worms Alive, Treasure Trove, Robot Attack, One-armed Bandit, Gunfighter, Battleships, Missile Base, Time Maze, Realm of the Undead, Hangman and Nine-hole Golf.

Machine Code Games Routines for the Commodore 64
Essential Routines for Games Design
Paul Roper
£6.95
Sunshine Books

In this book, the author shows that machine code programming on the Commodore 64 can be simple to learn. He starts by showing how to use machine code from within BASIC programs and then explores the essential techniques required for programming the 6502 processor. The approach to games programming is tackled in three ways. He introduces techniques of

BOOKS

games design, writes and develops some complex machine code games and then present a collection of machine code subroutines for you to use in your own games design.

Topics such as scrolling, window projecting and sprite vectoring are typical of the type of ideas explored and explained. There is also a host of useful and essential machine code subroutines developed in this book including an assembler and an editor.

Giant Book of Spectrum Arcade Games
Tim Hartnell, Raymond Blake, Neil Pellinacci and Andrew Turner
£3.95
Fontana Paperbacks

"The laser beams flash across the Spectrum screen. The universe explodes. Aliens shatter into a zillion high-resolution bits. Your Spectrum has become an Arcade Machine."

This bit of 'blurb' adorns the back cover of this book by the prodigious author, Tim Hartnell and friends. We are told that the 50 incredible arcade programs are cleanly laid-out and are easy to read and the listings are apparently compatible with all issue Spectrums and both 16K and 48K versions. Along with the listings and playing instructions there is easy-to-understand technical information on such issues as machine code, POKEing and the use of the IN statement.

Each program has undergone exhaustive testing and has been dumped from the Spectrum directly to the printer so that errors are minimised.

Programming Arcade Games for your Spectrum
Adrian Jones
W. Foulsham & Co

This book has been written in two sections which go together to form a complete background to the writing of arcade games. It starts by looking at exactly what an arcade game is and progresses by studying various techniques used in their development and production. This is followed by an in-depth look at more sophisticated methods of programming, including a brief look at how machine code can be used to speed up and improve the programs. The second section is a complete breakdown of 10 popular arcade games looking at how they can be best simulated on the Spectrum. Each program is explained in detail and is accompanied by a program listing and diagrams showing how the graphics have been designed. These should provide the reader with plenty of examples of how to set about writing their own arcade game.

The level of understanding needed to start this book assumes only that the reader is familiar with the commands available on the Spectrum and know how to use them. Assuming this basic knowledge the reader should be able to understand the techniques and listings easily.

New Adventure Systems for the Spectrum
S Robert Speel
£3.95
Fontana Books

This book contains six major adventure systems all of which are designed to be expandable, either increasing in complexity and variety or changing to completely different scenarios as the systems grow. In an adventure game the player takes on the role of a warrior, explorer or mage and ventures forth into a different world presented by the computer. Adventure games are different to most other computer games because they offer a choice of strategies.

The chapters for each system are divided into a number of sections. First is an overall introduction to the system, its scope and the way it expands. Next comes the initial program (the core program) which is at the centre of the system; here instructions and explanations are given.

The six systems are Present Fantasy, Warrior Mage System, Tribe, Preset Future System, Fangmole Tunnels System and Anarchic System.

Giant Book of Games for your Dragon
Tim Hartnell, Alan Blackman, Roger Bush and Robert Young
£3.95
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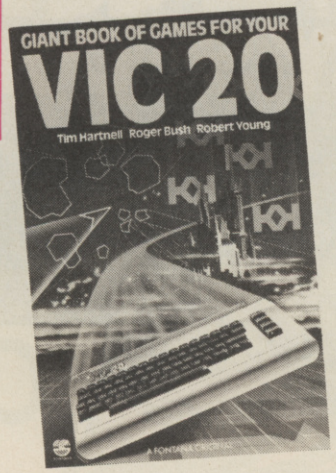
The games in this book are presented to the reader not as a finished product but as a starting point for his own ideas. The games are divided into the following main sections: Arcade games, Adventure games, Just for fun, Simulations, Gambling games, and Brain games. A number of appendices are also provided.



Giant Book of Games for your VIC 20
Tim Hartnell, Roger Bush and Robert Young
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Fontana Books

A large number of games programs are included in this book, including Space Shootout, Dungeon Maze, Dog Catcher, Super Bingo, Pirate Treasure and Asteroid Belt. There are also chapters on user-defined graphics, games for unexpanded VICs and a few utility programs.

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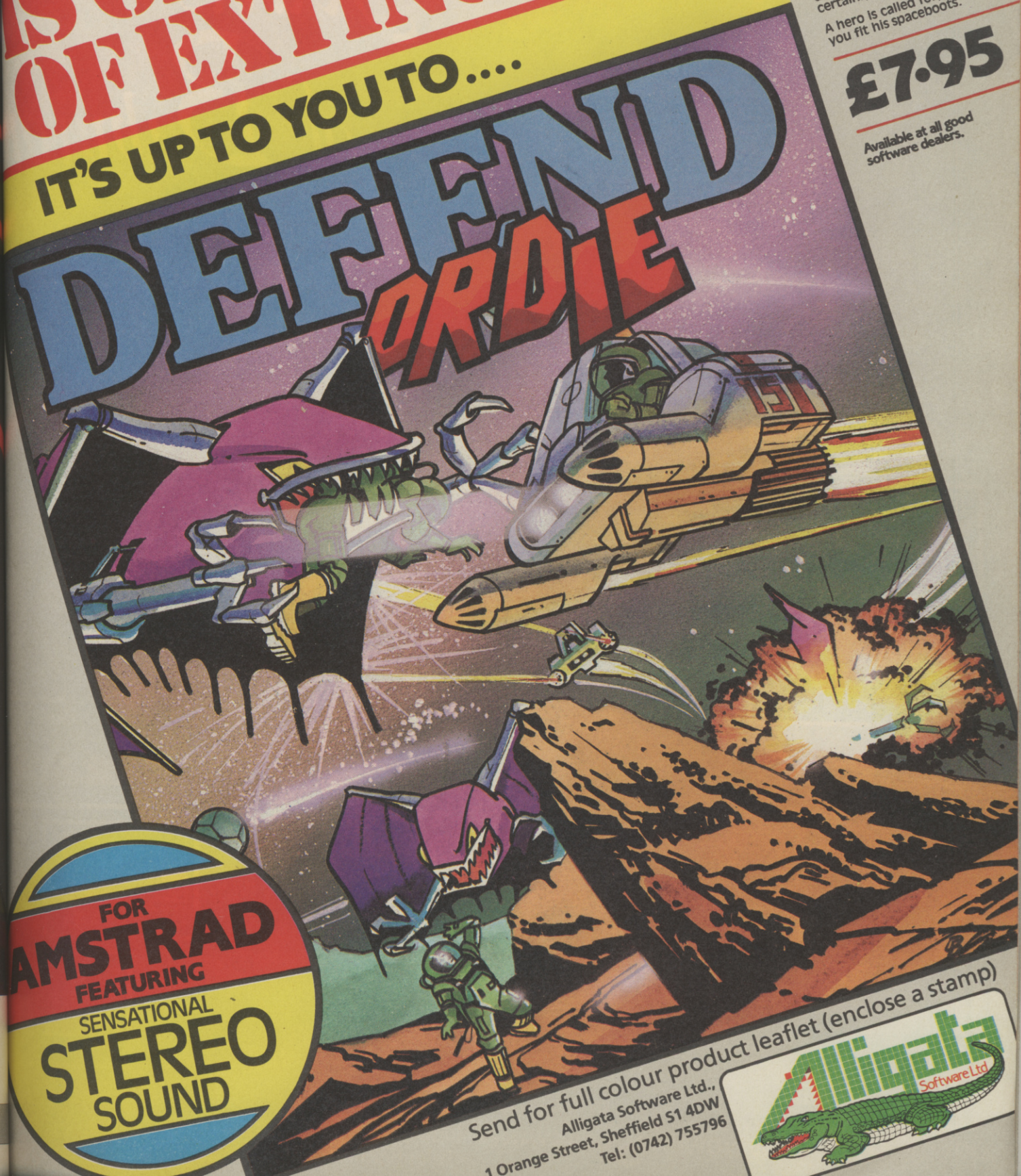

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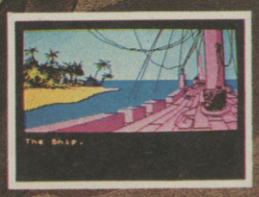

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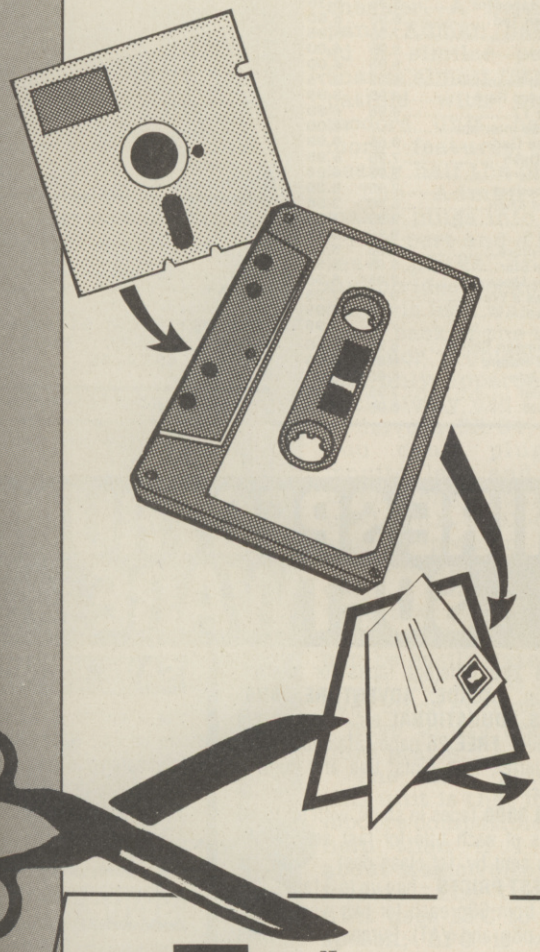

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REVIEW

ADMAN SPEECH MAKER

A nice way of getting words of wisdom from your Commodore 64 or SX-64.

by Mike Roberts

Yet to be launched (if it is to be launched at all) in Europe is the Commodore Magic Voice speech synthesiser. A British company, Adman, has produced a similar peripheral that is almost totally compatible with the Commodore unit, has many more features, and is nearly half the price.

The Adman Speech maker plugs into the cartridge port and a separate lead plugs into the audio/video socket of the 64. This lead was the only draw back of the unit; it's a minor problem though and only apparent if you exclusively use a monitor or have a SX-64, because you can't plug in a monitor lead, and the wire is not long enough to be used with a SX-64. This second problem is not quite so awkward as it is only a single strand of wire that goes from unit to the DIN plug, and this can be easily extended.

All my gripes are now over since everything else I have to say about it is pure praise.

The main plus about this unit is that it is Commodore compatible. It may help then if I explain about Magic voice by Commodore. The Commodore unit uses LPC to produce speech; LPC is where a finite number of words are 'recorded' inside the chip and are played back on command. This has the advantage of high quality, but the disadvantage is that you need a lot of very expensive equipment to record extra words to be spoken in addition to those inside the chip.

The Adman unit uses Allophones to say words, this has a slightly lower quality of speech and can at times sound a bit 'daleky'. The big advantage is that you can make it say anything that you want it to, especially if the software is as good as on the Adman synth.

In the Speech Maker there are all the words that the Magic Voice has inside it, so using the Magic Voice syntax: SAY "COMMODORE", both units will say the word. Each word also has a number, so by typing: SAY 84, the word Commodore again will be sounded. In all there are 234 words recorded inside the unit.

Where the Adman Speech Maker really scores is when you want it to say a word of your own choosing. Every word in the English language can be broken down into around 64 parts called allophones. Using the Speech Maker you can construct words using these parts.

Say you wanted to output the word 'hello'. This is composed of the allophones 'H', 'E', a long 'L', and a long 'O'. In the Adman Speech Maker all you need to do is to type: SAY "H/E/LL/O/", and the word will be produced.

There are also instructions in the manual on how to construct additions to the word list of 234 words, you could use our example and just have to type: SAY "HELLO", to make the word.

You can also alter the rate at which the word is spoken to give a higher or lower pitch to the speech. Another important point is that the Speech Maker can do is to add emphasis to allophones. You can include commands inside the string to change the stress on individual sounds. Using the word 'hello' again, say we wanted to introduce itonation on the first allophone, and raise the pitch accordingly. The instruction would look something like this: SAY "H/V2/E/LL/OO/".

There are a number of SYS commands to perform various functions, turn the keysounding on or off, returning the system to old format. This will make the Speech Maker compatible with the earlier range of Adman Speech synthesizers and run all their software. The software includes Twin Kingdom Valley, 3D Silicon Fish, and Jack and the Beanstalk. There is also a SYS that will sound the lazy BASIC string definition as long as it is defined in allophone format.

Keyboard sounding is quite an interesting feature, causing most of the keys on the keyboard to voice themselves when pressed. This has certain applications for the blind and people with poor sight, unfortunately there is no way of speaking a listing, so a printer would need to be attached to get the output.

The real test of compatibility is when you run software that is intended for the original device. The only software available at the moment is the BJ Bear learning series, and The Wizard of WOR game cartridge. There are some problems with the cartridge as there is no through socket on the Adman device as there is with the Magic Voice, there are also some other problems with it as it has internally recorded words in the cartridge itself. As far as the educational programs go there is 100% compatibility and they run without modification.

This is a very well-designed speech cartridge, I would say the best on the market of any computer or speech device. Well worth getting.

Adman Speech Maker
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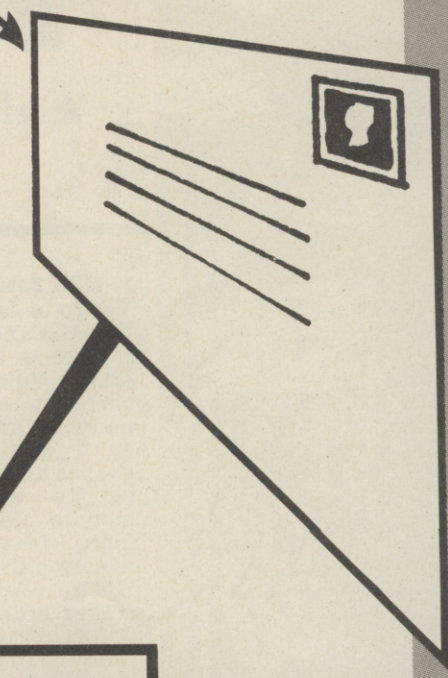

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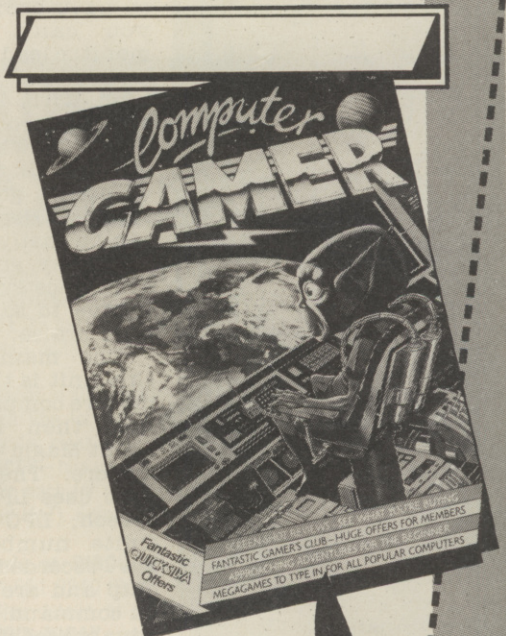

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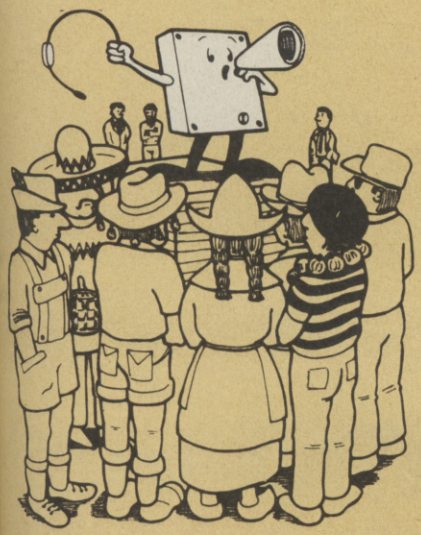

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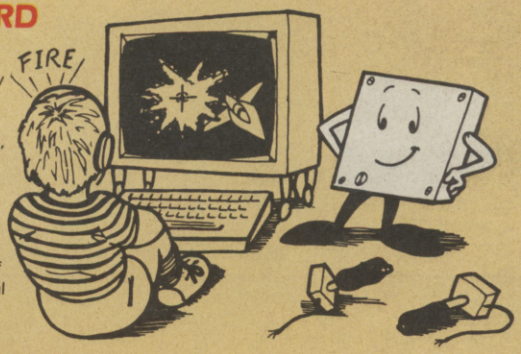

THE VOICE MASTER SPEECH SYNTHESISER

THE VOICE MASTER ENABLES YOUR COMPUTER TO SPEAK IN YOUR VOICE IN ANY LANGUAGE AND WITH ANY ACCENT.

The Voice Master Speech Synthesiser

The Voice Master enables your computer to speak in your own voice, in **any language** and with **any accent.**

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You can control the recording rate, play back speed, and volume for special effects. You can even program to speak backwards.

It is easy to use. Examples are included in the manual to make it easy to add speech to programs.

THE VOICE MASTER - VOICE HARP

Voice Harp is a totally new musical concept With Voice Master powerful software, you can actually compose and perform music in real time simply by humming, whistling or singing. It doesn't matter if you can't read music. Your voice or whistle pitch will write the notes for you including duration and rests.

As you hum or whistle, the notes scroll by on the video display. You can edit the notes, play them back, scroll them back and forth, deleting and correcting them, when finished, the score can be printed out.

In the performance mode, you can change octaves, musical keys or add chords. Even if you can't sing or have a sense of pitch, the VOICE MASTER will show you how easy it is to stay in tune.

OTHER SPECIAL FEATURES

A bar graph display of speech is provided which is similar to a real time spectrograph. Voice fundamental pitch is also shown in real time.

A major advantage of the Voice Master system is that word recognition and speech synthesis can work together.

The Voice Master comes completely with a quality head set microphone and earphone (similar to what telephone operators and pilots use), speech synthesis, speech recognition, voice harp software and detailed instruction manual. Demonstration clock and other programs are included in the software. A detailed manual with examples explain how to use speech synthesis and recognition in your own programmes.

ANIROG

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ON THE R·O·A·D

Interceptor Micros has been well known for some time for producing a wide range of games for most of the popular machines. What isn't so well known is the other side of the coin, their manufacturing, video, printing, and car manufacture interests. Mike Roberts went on the road (or rather the M4) to Tadley in Herts. to talk to the people behind the name.

Interceptor Micros grew out of a haulage business run by Julian Jones. Due to his son, Richard Jones' interest in the computer software and video business, their is now the Tadley Video Centre and Interceptor Micros. The Video shop is the biggest of its type in the area, boasting some several thousand members and films.

The computer side itself has also had offshoots. All the producing facilities are internal. They have their own typesetting, and art departments. The largest portion of their offices are taken up by their printing machines, which are used to produce all their brochures, inlays, posters, and club magazines. Tapes are duplicated on site, in fact the entire cradle to grave cycle of software production is encompassed under the one roof. They were even constructing the stand for the (then) forthcoming LET show.

It is due to this expansion that they are moving to new premises, in fact for what is usually considered a rather quite occupation, just the whirring of disk drives to break the silence, Interceptor sounds more like a factory.

Interceptor Print, another facet of the Jones empire is a result of excess capacity in the printing side of the company. Its offices are right next to the Video shop.

Satellite TV is the next growth area says Richard, "We intend to be the leading company in satellite TV". To show the start that they've made he showed me their two metre dish. "We get around 30 channels at the moment, with about 90% picture. We get some break up because this is a prototype dish", he went on to explain, "We built it all ourselves, including the dish mouldings".

Another interesting development is the Interceptor Seven. This is limited production car that Richard Jones expects to manufacture 150 to 300 of these cars a year. The design is still being finalised, but he says it is just about finished.

The car will be modelled on the Lotus Seven sports car, with a fibreglass body,and an XR3 engine. The car will be capable of over 140 mph. The price? Around £6000 plus VAT.

Richard himself is very interested in kitcars and custom vehicles. He owns a Jago Geep, an off-road type vehicle, and a car based on the workhorse of buggy and specialist car manufacturers — the VW Beetle. That's in addition to the odd couple of 'normal' cars.

One of the best known things about Interceptor is their van. It can often be seen at various shows etc. around the country, it is a replica of a 1920s van built on a Ford Transit chassis — however the 'established 1982' on the side rather gives the game away!

1985

THE YEAR THE GAME LORDS CONQUER THE WORLD

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Quicksilva

Introduction

From the pioneering days of home computer games software Quicksilva has been a major force in the market. Since its formation in 1981 Quicksilva has gone from strength to strength and built up a formidable reputation as a producer of quality, innovative and commercially successful software titles.

If 1984 was 'the year of the Game Lords', 1985 will be 'the year the Game Lords conquer the world', with new titles added to the existing range, a wider variety of computers catered for and exciting new licencing agreements and deals with book publishers and tv characters – all to be sold worldwide.

IN THE BEGINNING

Quicksilva came into being at the beginning of the games computer breakthrough. Nick Lambert was the original founder and, being an electronic engineer by trade and a pub video games fanatic by nature, the idea of transferring his favourite games onto home computer was obvious. He was the proud owner of a ZX80, and later a ZX81, and set about it immediately.

Before moving heavily into creating computer games Quicksilva developed a variety of peripherals and add-ons for the ZX81 which were very well received. But when the mail order sales of games took off like a rocket it was obvious that the software path was the one to follow in future.

So Quicksilva Ltd was formed – the name coming from Nick's favourite group, Quicksilva Messenger Service. Now there was no holding QS back. With the advent of the first colour home computer, the Sinclair ZX Spectrum, more programs and upgrades were developed and launched.

In 1982 the release of Timegate, the first ever truly 3D computer game, was a significant step in QS's progress. It heralded them into the top league of software producers. An office move into larger premises followed and Mark Eyles joined Nick and John Hollis to supervise marketing.

WH Smith had by now realised the potential of the games market and were selling Spectrum computers through their stores. Smiths approached Quicksilva and asked if they could sell their software in their retail shops. A deal was struck which marked a turning point in the market and Quicksilva were there first. Then Rod Cousens joined to run the 'business strategy' side of Quicksilva.

Now Quicksilva has expanded into several areas – more software titles for more computers, more staff, another office move, the formation of the Software Studios and a link-up with record company CBS who are now responsible for software manufacture and distribution.

The Software Studios was formed in 1983 and is the company's specialist development facility. Quicksilva's aim in setting up the Studios was to bring up the standard of their games to a very high quality, by investing in sophisticated equipment and programmers with extra special skills. Games Designer was the first product to come out of the Software Studios and fulfilled all Quicksilva's aims. It was the first program of its kind, an innovative concept which has since been 'borrowed' by other firms, as well as being a best seller.

It has always been Quicksilva's policy to concentrate efforts on developing a strong overseas sales base and this, combined with the strain which demand for products placed on manufacturing, prompted Quicksilva to look for a partner in this area. CBS fitted the bill and now handle manufacturing, distribution and sales for Quicksilva, throughout the world.

And as part of Quicksilva's expansion across a range of hardware they have agreements with smaller firms such as Salamander Software, Llamasoft and New Generation Software to convert their successful games and market them. This strategy will continue as QS sees itself as a publishing house with its own in-house resources as well as the expertise of third parties and their products.

Since its formation Quicksilva has made sure that its presence is felt in the market by imaginative, aggressive advertising campaigns, quality products and regular appearances at major computer and electronics shows world-wide, from Britain's Personal Computer World Show, across the Atlantic to the Consumer Electronics Show and on to the Far East for Singapore's PerCompAsia exhibition.

At the end of May, 1984, Quicksilva was bought by the Argus Press Group, the publishing and communications arm of BET (British Electric Traction Company). And this ensured the stability, security and growth pattern of Quicksilva remained intact at a time when the home computer software business became increasingly precarious.

Remember . . . Quicksilva 1985 – the year the Game Lords conquer the world.

COMING SOON FROM QUICKSILVA – 1985

This year Quicksilva are poised for further expansion and currently under way are several exciting new projects within the software industry.

POP GOES SOFTWARE WITH THE THOMPSON TWINS

In constant search of original material which appeals to the now highly critical home software audience Quicksilva have teamed up with the successful pop trio, The Thompson Twins.

This liaison stemmed from a partnership made with the Twins in 1984 when they made a flexi-disc together, around a computer game, which appeared on the front cover of the computer games magazine, *Computer and Video Games*.

Now the team have undertaken to produce a fully fledged game which will be on sale through Quicksilva's dealer network. At the moment it's still at the story board stage and the end result promises to be an arcade adventure strategy. The program will feature some of the Thompson Twins' music and the game will revolve around some antics that the Twins get up to.

This partnership with the Thompson Twins is the first link up with popular recording artists, but Quicksilva are keen to follow it up with more games involving a wider variety of artists and stars. As this new game is still in the very early stages the actual release date has not yet been decided. But it's certainly one of Quicksilva's most exciting new projects to keep an eye on.

THE OBSERVER

Home Computer Championships

As part of Quicksilva's promotional campaign during 1985 they have sponsored, jointly with Sinclair Research, the newly founded Observer Newspaper's Home Computer Championships.

This exciting competition begins in April and entrants stand to win an all expenses paid trip to the fantasy land of Disney World in America, as well as Sinclair's latest

computer, the QL. The competition centres on Quicksilva's adventure game Xadom and all entrants must answer correctly a number of questions relating to the game.

Once all the entries have been received there will be a selection process whereby the judges will come up with 16 finalists. The lucky 16 will then attend the competition finals to be held at London's Metropole Hotel and they will have to take part in a play-off involving Xadom before moving on to the next phase. Eventually a top four set of final finalists will emerge and the overall winner will be arrived at after another competition to do with the Games Designer product.

Throughout the competition consolation prizes will be awarded to the less successful entrants, and every entrant will be given a £1 voucher against any Quicksilva software. These vouchers will be redeemable in any dealer shop, or retail outlet stocking Quicksilva products.

Make sure you watch out for the Observer Sunday Colour supplement during April 1985 so that you don't miss the chance of a lifetime—a free trip to Disney World.

ON THE MOVE AGAIN

As Quicksilva's reputation and business has grown since its formation so has the number of staff it employs. Now there are 14 members of staff and the company has, for the fourth time, outgrown its offices.

For some time they have been looking around the Southampton area for alternative office accommodation and are shortly to move into the building. Quicksilva's new address will be: Carlton Lodge, Carlton Crescent, Southampton.

MORE SOFTWARE

As well as Quicksilva's own brand name for its entire range of games software, **The Game Lords,** in 1983 they also launched a range of educational games under the label QED. Although at the moment the number of these titles is only a few, Quicksilva is poised to launch many more when they feel the market is large enough to justify them.

Even Quicksilva's educational software has an element of fun in the products and it is the company's firm belief that all their packages are essentially 'recreational'. So the learning process involved in educational programs is made much easier and appeals much more to children.

Following the success of The Snowman, that enchanting program based on the famous book of the same name by Raymond Briggs, this year will see similar projects launched. The first planned is a game about the slimey creature in the very popular book, 'Fungus the Bogeyman' and will probably follow some of his adventures in the book.

In addition to Quicksilva's tie-ups with book publishers, plans are also in the pipeline for franchising both film titles and music/recording artists. For instance the company has recently won the rights to produce the program for the film, Fantastic Voyage which will be on sale from March this year.

Many more exciting new Quicksilva products will be on their way during the course of 1985—and the ever-changing nature of the software industry means that you never know what the next three months will bring.

A Tony Crowther/Quicksilva Production

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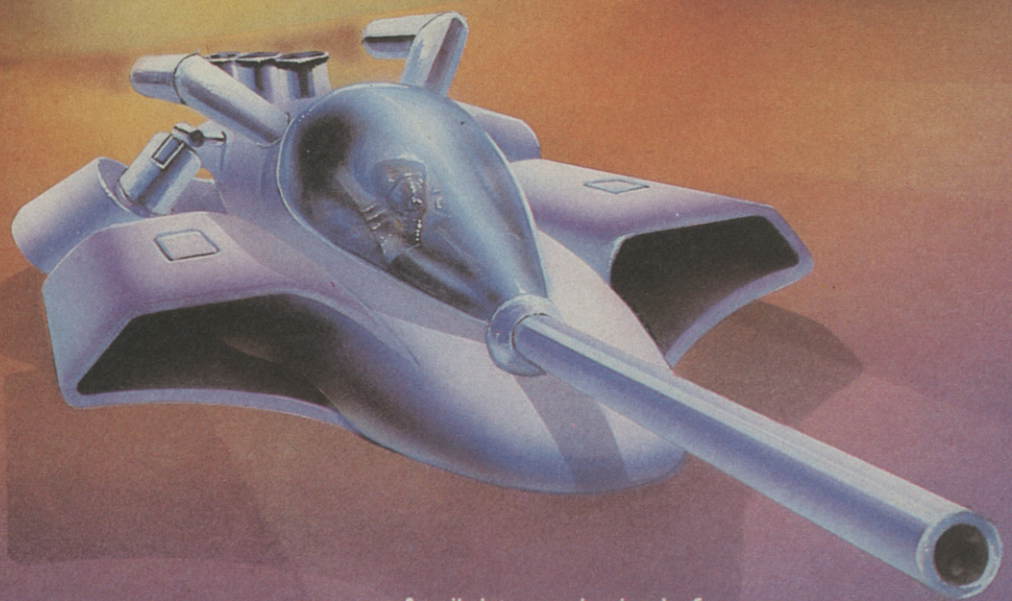

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Software out now

1 BLACK THUNDER
A great action arcade game featuring helicopter and tank battles, superhuman crows and evil wizards. Guaranteed to keep any arcade fanatic happy for hours.

2 ZOMBIE, ZOMBIE
Introducing three firsts for the ZX Spectrum in this eerie arcade/adventure – moveable, Softsolid colour graphics, simultaneous two channel sound, and compatibility with the versatile Midi Interface.

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4 DUNGEONS OF BA
Norman Warrior strikes again in a challenging adventure in search of the fabled Ba stone. No-one has come out of the dungeons, which contain the stone, alive – could you be the first?

5 STRONTIUM DOG – The Killing
2000 AD's super comic character Johnny Alpha comes to life in the game of the comic story.

6 STRONTIUM DOG – And the Death Gauntlet
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8 BATTLEZONE
Quicksilva bring you the **only** officially approved Spectrum version of Atari's tremendously successful arcade game hit.

9 OUTPOST
An excellent arcade/strategy game for the Atari, which can be played entirely by joystick.

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BLACK THUNDER
BY TONY CROWTHER
AVAILABLE NOW!
Cassette £7.95
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ATARI
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(10) ERIC BRISTOW'S PRO-DARTS

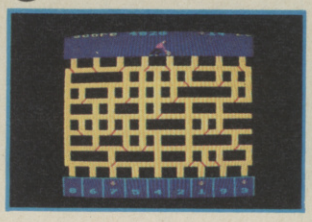
A realistic and addictive darts game for the 48K Spectrum, endorsed by the sport's champion, crafty Cockney Eric Bristow.

(11) GRYPHON

An arcade fairytale featuring Gryphon, the ultimate griffin. Help him survive the threat of the evil Id Monsters who are after his treasured horde of gold . . .

(11)

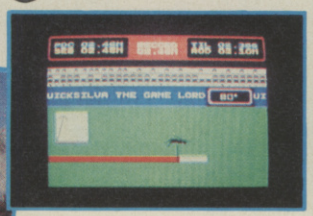
(12)



SUMMER GAMES

Superbly realistic Olympic type games to play–eight different events to tackle, opening and awards ceremonies, action and strategy in each event. Graphically this game is fabulous–buy it, see it and believe it.

(13)



(13)

GATECRASHER

The ultimate arcade game of skill and strategy that will test your mind to it's limits, in full colour animated graphics, special 'earthquake' feature, superb sound and seven levels of difficulty.

Please turn to p14 for a complete Quicksilva product list.

READ WHAT THE PRESS SAY ABOUT QUICKSILVA GAMES . . .

Which Micro & Software Review:
'**Summer Games** . . . sets new standards for graphics and animation. The opening sequence is enough to make your jaw drop–it's more like watching a cartoon than a computer game.'

Yorkshire Evening Press:
'It's difficult to imagine a more impressive arcade/strategy than Quicksilva's **Ant Attack.**'

Northern Echo:
'**Black Thunder** (Quicksilva) is a classic–fast, furious and dynamic–and among the best releases of the year for Commodore 64.'

Derby Evening Telegraph:
Zombie, Zombie– 'Verdict: Annoyingly good'.
Strontium Dog, The Killing– 'Verdict: Compelling'.
'Quicksilva's **See-Saw** for the C64 is sheer fun' . . . Verdict: Good for a laugh'.

Daily Express:
'**Summer Games** may be a bit out of season, but this Olympic sports simulation can even give Daley Thompson a run for his money.'

HOW ABOUT THE HARDWARE?

When Quicksilva first went into operation it produced basic games for the now crude ZX80, followed smartly by the ZX81 and later progressed to the first colour home computer, Sinclair's ZX Spectrum.

It was natural for Quicksilva to evolve as a 'ZX' software producer, largely because at the time of Quicksilva's conception the only home computer on sale and at an affordable price was the ZX80. Although remarkably ahead of its time in terms of price/performance, in comparison to today's vast range of home computers the ZX80 was extremely basic and had limited, well practically no, graphics capabilities.

But it was the only home computer around. Not for long though. Soon came Sinclair's ZX81, an improvement on the 80 but still with limitations, and it quickly sold in huge numbers but quality software was lacking. Until Quicksilva arrived on the scene, and software sales took off in line with hardware sales. When the Spectrum superceded the 81, Quicksilva were able to produce really stunning games, and these too sold in huge numbers along with the hardware.

It was now obvious that it made good business sense to write software for the best selling computer hardware. And after the arrival of the Spectrum on the home computer scene the emergence of many other similar computers – notably Commodore Business Machines' VIC 20 and Commodore 64, the BBC Model B, Atari's range and most recently the Japanese MSX range of computers.

If a particular make of computer sells well, they support it – a common policy among software suppliers. Likewise when sales of a piece of hardware die down, so do software sales which is why Quicksilva is no longer actively promoting the ZX81, although there are old stocks of the early games which can be bought at knock-down prices.

Quicksilva currently produces software for the ZX Spectrum, CBM 64, BBC B, Electron, Atari and MSX. The majority of games out now run on the Spectrum and CBM 64 and with the 64 Quicksilva is keen to make use of its superior sound facilities. This year will see an expansion of software products available for the Atari and MSX range of machines. In fact, discussions are afoot between Quicksilva and Atari to develop software for Atari's 8 bit and 16 bit computers as well as developing material for use on 68000 chip computers.

Already Quicksilva has completed five conversions to run on the MSX range of computers now available. Titles include The Snowman, Ant Attack, Fred, Games Designer and Boogaboo. Plans are already under way to convert programs for the Amstrad computer, which has sold very well in 1984. Also work is now under way on software for the second generation of MSX computers.

Over the past couple of years Quicksilva have made agreements with other software suppliers and hardware manufacturers for conversion rights in order to expand the firm's software range and coverage of computers.

So far deals have been struck with Llamasoft, New Generation Software and Salamander Software to convert and market their best selling games – sometimes conversions are from Spectrum to CBM 64 and vice versa. This type of agreement is to continue throughout 1985 so you can expect to see on sale a much broader range of third party labels from Quicksilva and a wider variety of computers catered for.

QUICKSILVA'S GOLDEN OLDIES...

Remember these past super hits which zoomed to the top of many a Hall of Fame? All these games are evidence of QS's insistence on high quality products.

GAMES DESIGNER

The game that allowed you to create your own games. Another QS first. This simple to use program requires no programming knowledge, and with it you can design your own animated aliens, ships, missiles and explosions giving smooth arcade quality. Still highly popular and available on a wide range of computers.

ANT ATTACK

Quicksilva's classic arcade game in stunning Softsolid 3D graphics. The Walled City of Antescher, suspended in a time gone by, must now defend itself and its ant inhabitants from the destructive couple He and She.

TRASHMAN

You'll get more than a load of rubbish in this amusing arcade game, originally developed by *New Generation Software*. Watch out for mad motorists, crazy cyclists, and irate housewives when emptying these bins.

THE SNOWMAN

Raymond Briggs' book is brought enchantingly to the screen. Build up the complete Snowman, and clothe him before the mid-day sun melts him away. Now at least 18 months old, The Snowman is still in great demand by a range of computer owners.

TIMEGATE

Quicksilva's first ever 3D computer game was a top-selling product of its time back in 1982.

They came from out of the desert to the lost city of Antescher and discovered the HORROR of the ANTS...

ANT ATTACK 3D

The Walled City of Antescher has rested for a thousand, thousand years in the midst of the Great Desert inhabited by only the deadly Ants who have made it their home.

Then one day He and She arrive to play their games through the wind-swept streets, ousting the Ants from their exclusive occupation.

But the City seems to have a presence, a huge brooding entity which hangs over the buildings and in some mysterious way controls the destiny of those below ...

ANT ATTACK 3D

Turbo load Commodore 64 £8.95

available from

QUICKSILVA

Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY. Tel. (0202) 891744

Selected titles available at:
WHSMITH Boots WOOLWORTH John Menzies
and leading multiple retailers and specialist computer stores.

STOP PRESS

VERY LATEST RELEASES FROM QUICKSILVA

SPECTRUM

QSP 0057	**Games Designer**	£14.95
QSP 0058	**Ant Attack**	£ 6.95
QSP 0063	**The Snowman**	£ 6.95
QSP 0064	**Fred**	£ 6.95
QSP 0076	**Gatecrasher**	£ 6.95
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QSP 0085	**Eric Bristow**	£ 6.95
QSP 0095	**Strontium Dog–The Killing**	£ 6.95
QSP 0096	**Zombie, Zombie**	£ 6.95
QSP 0102	**Bloodn 'n Guts (Fantastic Voyage)**	£ 6.95

COMMODORE 64

QSC 0059	**Ultisynth**	£14.95
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QSC 0081	**Summer Games** (Cas)	£14.95
QCD 0082	**Summer Games** (Disk)	£19.95
QSC 0083	**See-Saw**	£ 7.95
QSC 0088	**The Snowman**	£ 7.95
QSC 0089	**Strontium Dog–The Death Gauntlet**	£ 7.95
QSC 0090	**Magic Micro Mission**	£ 7.95
QCD 0091	**Castle of Jasoom**	£12.95
QCD 0092	**Dungeons of Ba**	£12.95
QCD 0093	**Doodle** (Disk)	£14.95

BBC

QSB 0027	**Music Processor**	£14.95
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QSB 0070	**Drum Kit**	£ 9.95

ELECTRON

QSE 0068	**Gatecrasher**	£ 6.95
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ATARI

QAD 0094	**Outpost** (Disk)	£12.95

MSX

QSX 0097	**Games Designer**	£ 9.95
QSX 0098	**Ant Attack**	£ 7.95
QSX 0099	**The Snowman**	£ 7.95
QSX 0100	**Fred**	£ 7.95
QSX 0101	**Boogaboo**	£ 7.95

The above list contains details of Quicksilva's most recent software releases. You can buy them from any Quicksilva distributor or dealer throughout the country, or mail order direct from Quicksilva (see the coupon at the bottom of the page).

A list of old stock software at discount prices for the ZX81, VIC 20 and BBC computers is available upon written request,

Write to:
Quicksilva Ltd, Palmerston Park House, 13 Palmerston Road, Southampton, Hampshire SO1 1LL.
Telephone (0703) 26515.

QUICKSILVA – MAIL ORDER COUPON

Important: Please use this form *only* if you are NOT a dealer. Your order will be invalid if you use any other form in this brochure.

I wish to order the following games from QUICKSILVA. The games I would like to buy are:

Code No. Game Title Price

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I enclose a cheque/postal order for the total sum of: £.....

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Name (Block Caps) .....

Address .....

.....

.....Signature.....

Send this form to: Quicksilva Ltd, Palmerston Park House, 13 Palmerston Road, Southampton, Hampshire SO1 1LL.

NEWS ON DEALER DEALS

Things are looking up for dealers who are wise enough to keep a constant stock of Quicksilva software.

Quicksilva is on the look-out for more outlets for its products, other than those already involved in CBS's distributor network. Special discounts and incentive schemes are either operating now, or are shortly to be introduced. These include:

– **Special offer:** for every 10 Quicksilva programs you take dealers will get one free.

– **Volume related discounts** (details available from Quicksilva – make contact by filling in and sending off the Business Reply card overleaf).

– **Special incentive competitions.** To be introduced this year. A range of competitions open exclusively to Quicksilva dealers in which you could win a fabulous dream holiday – if you top the performance figures from participating Quicksilva dealers.

– **Point of Sale material** – high quality, eye-catching posters to draw attention to your shop and Quicksilva's products. Also calendars, scarves, badges, hats and T-shirts are given to dealers as part of special sales campaigns for a variety of Quicksilva products.

Quicksilva, through CBS, is a firm believer in looking after its dealers and distributors. That's why Quicksilva formed, in conjunction with Virgin Software and Bug Byte, the Software Sales Service. This organ is responsible for producing all Point of Sale material and is there specifically to provide an efficient service for dealers.

Quicksilva wants to contact you, and help you increase your business by selling its products. With Quicksilva's solid, established reputation for quality products and its secure financial backing you cannot afford not to take part in the company's growth in 1985.

Simply complete the brief questionnaire overleaf, tear off the page, fold it as directed and put it in your nearest post box as soon as possible.

QUESTIONNAIRE–QUICKSILVA

QUESTIONNAIRE–QUICKSILVA

1. What is your company name? .....

2. What is your address? .....

.....

.....Telephone No:.....

3. Is your shop: a small independent/part of a retail chain?

4. Do you sell: computer hardware and software/other electrical goods?

5. If you already stock software, which computers do you cater for?
Spectrum ☐ CBM 64 ☐ BBC B ☐ MSX ☐ Amstrad ☐

Any other? If so, which makes .....

6. Have you ever been asked to stock Quicksilva software in the past? Yes ☐ No ☐

7. Do you currently stock any Quicksilva software? Yes ☐ No ☐

8. Which category of software do you sell most of?
arcade games ☐ adventure games ☐ utility programs ☐ business programs ☐ sports simulations ☐
'space' games ☐ 'non-space' games ☐

9. Would you like to receive further details of Quicksilva's discount and incentive schemes? Yes ☐ No ☐

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Quicksilva Ltd
Palmerston Park House
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SECOND FOLD

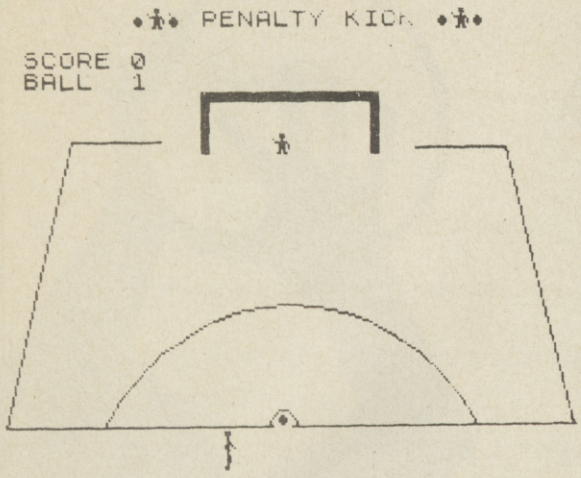
Runs on SPECTRUM 16/48K

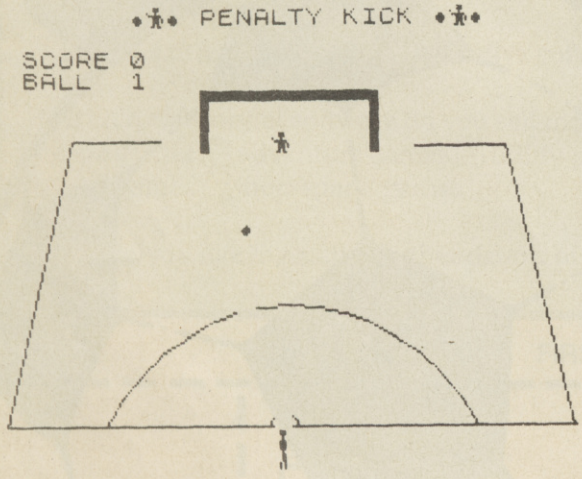
3D FOOTBALL

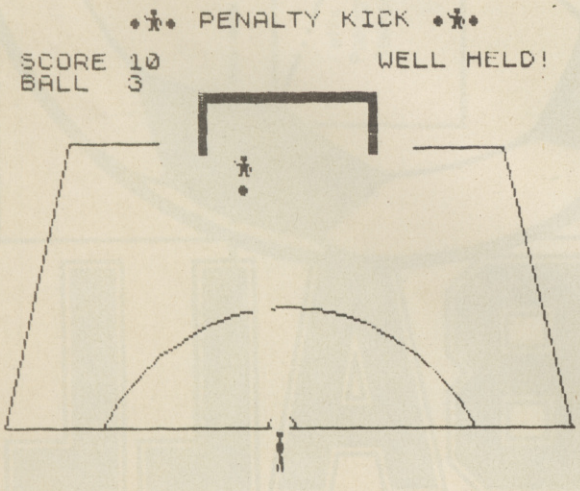
Fred Hibbert

3D Football is a game where you have to defend the goal mouth from an attack by a demon striker. The program was written in standard Basic on a Spectrum as an exercise in structured programming in a minimal Basic, even though the game is rather good and the graphics are quite excellent (see the screen shots).

99







100 3D FOOTBALL

```
 10 REM ************************
 20 REM
 30 REM   Penalty  Kick
 40 REM
 50 REM          by
 60 REM
 70 REM   Fred Hibbert
 80 REM
 90 REM       DEC 1984
100 REM
110 REM ************************
120 REM
130 DEF FN M()=PEEK 23730+256*P
EEK 23731-PEEK 23653-256*PEEK 23
654: REM  memory left
140 REM
150 GO SUB 9000: REM udg's
160 GO SUB 1000: REM initialise
170 GO SUB 2000: REM screen
180 GO SUB 2400: REM animation
190 GO SUB 2300: REM input
200 GO SUB 2600: REM start
210 GO SUB 3000: REM main loop
220 FOR z=1 TO 9
230 GO SUB 1050: REM initiaise
                    don't reset
                    score OR ball
240 GO SUB 2000: REM screen
250 GO SUB 2600: REM start
260 GO SUB 3000: REM main loop
270 NEXT z
280 GO SUB 5000: REM another go
290 GO SUB 500:  REM end
300 STOP
310 REM
320 REM
330 REM @@@@@@@@@@@@@@@@@@@@@@@@
    ########################
    @@@@@@@@@@@@@@@@@@@@@@@@#
340 REM
350 REM
500 REM
510 REM the end of the game
520 REM
530 PAPER 0: CLS : BORDER 0: IN
K 7
540 PRINT AT 0,5; BRIGHT 1; INK
6;"•⅄• "; INK 5;"PENALTY KICK";
INK 6;" •⅄•"
550 PRINT AT 4,0; INK 4;"
© FRED HIBBERT © "
560 PRINT AT 7,0; INK 3;"
     DEC  84"
570 PRINT AT 10,0; INK 2;"⅄•⅄•⅄
•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•⅄•"
580 PRINT AT 14,0; INK 6;"
* * ";FN M();" BYTES LEFT * *"
590 LET walk=27
600 INK 5
610 GO SUB 2400
620 PRINT AT 21,0; INK 2;      "
          T H E  E N D ": PAUSE
0
630 RETURN
1000 REM
1010 REM  sub to initialise
1020 REM
1030 LET score=0
1040 LET ball=0
1050 LET x=15
1060 LET y=6
1070 LET a=19
1080 LET a$="
                "
1090 LET walk=12
1100 RETURN
2000 REM
2010 REM   sub set up screen
2020 REM
2030 PAPER 4: BRIGHT 0: CLS : BO
RDER 3: INK 1: FLASH 0
2040 PRINT AT 0,0; PAPER 1;a$
2050 PRINT AT 1,0; PAPER 1;a$
2060 PRINT AT 2,0; PAPER 1; BRIG
HT 1;a$
2070 PRINT AT 3,0; PAPER 5;a$
2080 PRINT AT 4,0; PAPER 5;a$
2090 PRINT AT 5,0; PAPER 5;a$
2100 PRINT AT 0,7; BRIGHT 1; INK
 2;"•⅄• "; INK 1;"PENALTY KICK";
 INK 2;" •⅄•"
2110 PLOT 0,16: DRAW 30,108: DRA
W 40,0: PLOT 254,16: DRAW -30,10
```

Runs on SPECTRUM 16/48K

```
6: DRAW -40,0: PLOT 0,16: DRAW 2
55,0
2120 PLOT 44,16: DRAW 167,0,-2
2130 LET g$="▀▀▀▀▀▀▀▀▀▀▀▀"
2140 LET h$="▀▀▀▀▀▀▀▀▀▀▀▀"
2150 PRINT AT 4,11; INK 0; PAPER
 8;g$
2160 PRINT AT 5,11; INK 0; PAPER
 8;h$
2170 PRINT AT 6,11; INK 0; PAPER
 8;h$
2180 PRINT AT 2,0; PAPER 2; INK
6; BRIGHT 1;" SCORE ";score
2190 LET ball=ball+1
2200 PRINT AT 3,0; PAPER 6; INK
2; BRIGHT 1;" BALL  ";ball
2210 PRINT AT 19,15;"•"
2220 PLOT 118,16: DRAW 12,0,-PI
2230 PRINT AT y,x; INK 0; PAPER
8;"▚"
2240 RETURN
2250 REM
2260 REM input routine
2300 REM
2310 INPUT "  S K I L L  level 1
 TO 5  "; LINE S$
2320 IF LEN S$>1 OR CODE S$<49 O
R CODE S$>53 THEN BEEP .5,-10: G
O TO 2310
2330 LET SK=VAL S$
2340 LET SK=SK+1
2350 RETURN
2360 REM
2370 REM animation routine
2380 REM
2400 FOR f=0 TO walk STEP 3
2410 PRINT AT 20,f;"▌"
2420 PRINT AT 21,f;"▌"
2430 BEEP .2,f
2440 PRINT AT 20,f;" ";AT 21,f;"
"
2450 PRINT AT 20,f+1;"▌"
2460 PRINT AT 21,f+1;"▌"
2470 BEEP .1,f+4
2480 PRINT AT 20,f+1;" ";AT 21,f
+1;" "
2490 PRINT AT 20,f+2;"▟"
2500 PRINT AT 21,f+2;"▙"
2510 BEEP .2,f+8
2520 PRINT AT 20,f+2;" ";AT 21,f
+2;" "
2530 PRINT AT 20,f+3;"▌"
2540 PRINT AT 21,f+3;"▌"
2550 BEEP .1,f+15
2560 PRINT AT 20,f+3;" ";AT 21,f
+3;" "
2570 NEXT f
2580 IF walk=12 THEN PRINT AT 20
,15;"▌";AT 21,15;"▌"
2590 RETURN
2600 REM
2610 REM start ruitine
2620 REM
2630 PRINT AT y,x; INK 0; PAPER
8;"▚"
2640 PRINT AT 20,15;"▌";AT 21,15
;"▌"
2650 PRINT #1;"  •▚• Press a K E
Y to kick •▚•  "
2660 PAUSE 6
2670 BEEP .2,8: BEEP .2,6
2680 PAUSE 0
2690 INPUT ;
2700 PRINT AT 19,15;" "
2710 RETURN
3000 REM
3010 REM  main loop
3020 REM
3030 FOR f=18 TO 6 STEP -1
3040 IF INKEY$<>"" THEN GO SUB 3
400
3050 PRINT AT f,a;"•"
3060 REM
3070 IF y=f AND a=x THEN GO SUB
3800: RETURN : REM check
3080 REM
3090 BEEP 1/10,-10
3100 PRINT AT f,a;" "
3110 LET a=INT (RND*SK)+13
3120 NEXT f
3130 PRINT AT f,a; FLASH 1;"•"
3140 GO SUB 3900
3150 RETURN
3160 REM
3400 REM move goalkeeper
3410 REM
3420 PRINT AT y,x; PAPER 8;" "
3430 LET x=x+(INKEY$="8")-(INKEY
$="5")+(x<13)-(x>18)
3440 LET y=y+(INKEY$="6")-(INKEY
$="7")+(y<6)-(y>8)
3450 PRINT AT y,x; INK 0; PAPER
8;"▚"
3460 RETURN
3470 REM
3480 REM end of main loop
3490 REM
3790 REM
3800 REM saved goal
3810 REM
3820 PRINT AT y-1,x; FLASH 1; IN
K 0; PAPER 8;"▚"
3830 PRINT AT 2,20; FLASH 1; BRI
GHT 1; INK 6;" WELL HELD! "
3840 LET score = score+10
3850 PRINT AT 2,0; PAPER 2; INK
6; BRIGHT 1;" SCORE ";score
3860 FOR f=0 TO 21: BORDER f/3:
BEEP 1/30,f: NEXT f
3870 PRINT AT 1,20; PAPER 8;a$
3880 BORDER 3
3890 RETURN
3900 REM
3910 REM a goal
3920 REM
3930 PRINT AT 2,23; BRIGHT 1; IN
K 6; PAPER 2; FLASH 1;" A GOAL!
"
3940 FOR f=30 TO 0 STEP -4: BEEP
 1/5,f: NEXT f
3950 RETURN
5000 REM
5010 REM  another game?
5020 REM
5030 PRINT AT 2,0; PAPER 2; INK
6; BRIGHT 1;" SCORE ";score
5040 INPUT ;"  •▚• Another Game
(Y/N)? •▚• "; LINE Y$
5050 IF Y$="Y" OR Y$="y" THEN RU
N
5060 RETURN
9000 REM
9010 REM user def. graphics
9020 REM
9030 FOR f=0 TO 9: FOR g=0 TO 7:
 READ a: POKE USR CHR$ (144+f)+g
,a: NEXT g: NEXT f
9040 DATA 0,56,56,16,16,24,52,50
9050 DATA 24,16,24,24,24,16,48,4
8
9060 DATA 0,56,56,16,16,56,52,50
9070 DATA 24,20,28,24,48,16,16,1
6
9080 DATA 0,56,56,16,16,56,54,80
9090 DATA 80,80,24,20,36,66,65,6
5
9100 DATA 0,56,56,16,16,56,56,56
9110 DATA 56,16,24,24,24,40,40,4
0
9120 DATA 28,28,136,126,29,29,20
,54
9130 DATA 0,0,0,24,60,60,24,0
9900 RETURN
```

3D FOOTBALL 101

CBM64 VIC20

TAPE TRANSFER DUAL CASSETTE INTERFACE

TRIGSOFT'S DCL1 interface enables the quick and easy creation of back-up copies for all turbos, m/code, data files, etc. If your program can be loaded, it will be transferred exactly on a second datasette.
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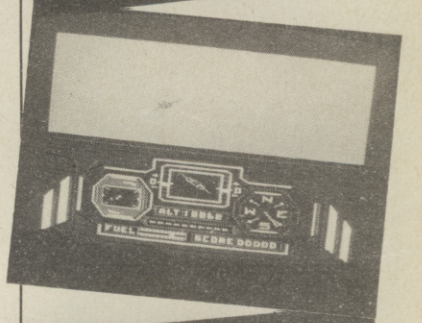
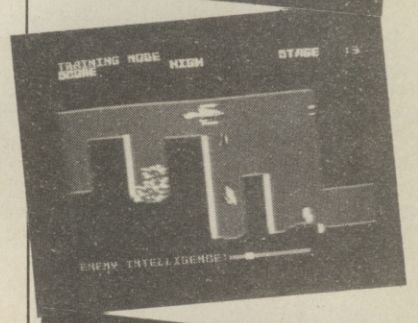
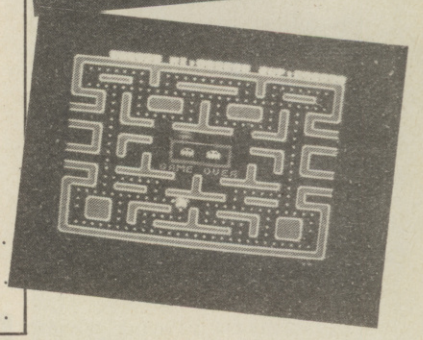
HI-SCORE







Game	System	Scorer	Score	Your Score
Pole Position	VCS	T Powell	56390	
Battlezone	VCS	T Powell	56000	
Centipede	VCS	T Powell	26005	
Mario Bros	VCS	J Ellis	33600	
Planet Patrol	VCS	J Ellis	4510	
Nexar	VCS	T Powell	4750	
Moon Patrol	VCS	J Ellis	15520	
HERO	VCS	T Powell	33745	
Mouse Trap	VCS	J Ellis	6321	
Zaxxon	VCS	T Powell	20100	
Dig Dug	VCS	T Powell	18950	
Venture	VCS	T Powell	3800	
The Empire Strikes Back	VCS	T Powell	3247	
Smurf	VCS	J Ellis	2200	
Pitfall II	VCS	D Raee	100502	
Snapper	BBC	A Webb	113000	
Chucky Egg	Spectrum	C Joseph	750000	
Knight Lore	Spectrum	C Joseph	70% (finished)	
Death Star Interceptor	C64	D Boyd	250000	
Decathlon (Ocean)	C64	R Harris	11000	
Bio Defence	Atari	M Roberts	13800	
Confusion	Amstrad	J Donovan	800	
Pole Position	Atari	M Roberts	108950	
HERO	C64	M Roberts	45370	
Raid on Bungeling Bay	C64	M Roberts	37650	
Elite	BBC	R Calver	243K Cr (Elite)	
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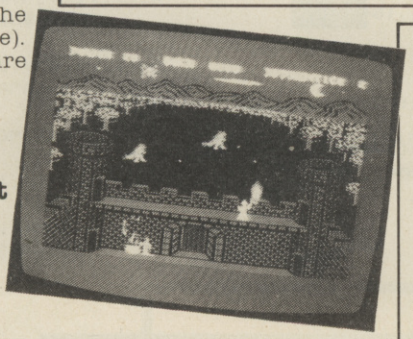
Over the years Eecaan has noted certain individuals who have excelled themselves in the field of video and computer games. To this end he has compiled a list of the best scores in certain games.

You too can be in this list. All you have to do is fill in either your score next to an existing game or add your own score and game in the spaces provided on the page, get another person to sign it to say that they have witnessed this (a screen shot would be preferred and takes priority in the event of a tie or near tie).

Then send the entire page to:

Hi Hi scores
Computer Gamer
Argus Specialist Publications
1 Golden Square
London W1R 3AB

Good luck in your quest...



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Age .....

Signed .....

Witness .....

OGHH

Mark G. William

In the game of Oghh! you play the part of Oghh, a caveman. One day you come across a cave which you have never seen before. When you go inside you see lots of dangerous hazzards. Suddenly at the opposite end you see a supply of large diamonds. You can either make a run for it, dodging falling stalactites and corrosive slime or use the time machine and dodge an electric current and the slime.

To operate the time machine stand exactly in the centre of it and press

```
99 REM CLR-TXT- 10*CRD WHT
100 RESTORE:POKE53280,4:POKE53281,4:PRINT"■■■■■■■■■■■■"TAB(13)"■┌LEASE WAIT...
101 POKE53269,0:PRINTCHR$(8):GOSUB10100
109 REM CLR-TXT
110 PRINT"■■";:POKE53280,8:POKE53281,8
111 REM WHT CRD-  4*CRL-CYN RED
112 PRINTTAB(18);"■┌| ||■■■■■◣▔▔▔▔■"
114 PRINTTAB(7);"┐N '┌| ||' YOU PLAY THE ROLE"
114 REM CRD
115 PRINTTAB(7);"■DF ┌GHH THE CAVEMAN. ⌡OU ARE"
115 REM CRD
116 PRINTTAB(7);"■IN A LARGE CAVE.♠T ONE END"
116 REM CRD
117 PRINTTAB(7);"■ARE DIAMONDS WHICH YOU ARE"
117 REM CRD
118 PRINTTAB(7);"■TO GET AND RETURN TO YOUR"
118 REM CRD
119 PRINTTAB(7);"■END.|HERE ARE TWO POSSIBLE"
119 REM CRD CYN RED
120 PRINTTAB(7);"■ROUTES.(◣1■) BY GOING THROUGH"
120 REM CRD CYN RED
121 PRINTTAB(7);"■THE TIME GATE.(◣2■) BY MAKING"
121 REM CRD
122 PRINTTAB(7);"■A STRAIGHT RUN FOR IT."
122 REM CRD
123 PRINTTAB(7);"■  ⁄SE THESE KEYS:"
123 REM CRD-WHT CYN WHT CYN
124 PRINTTAB(11)"■■Z◣+■X◣-LEFT & RIGHT"
124 REM WHT CYN CRD- 10*CRL HOM-  3*CRD
125 PRINTTAB(13)"■M ◣TO USE THE■■■■■■■■■■■■TIME MACHINE■■■■";
130 A$="PRESSAKEY"
130 REM CRD-CRL CRD-CRL HOM-  3*CRD
131 FORT=1TOLEN(A$):PRINTTAB(4);MID$(A$,T,1);"■■ ■■";:NEXT:PRINT"■■■■";
131 REM CRD-CRL CRD-CRL
132 FORT=1TOLEN(A$):PRINTTAB(36);MID$(A$,T,1);"■■ ■■";:NEXT
134 REM HOM-  2*CRD-  4*CRR-RED
135 PRINT"■■■■■■■-"TAB(36)"-"
135 REM   9*CRD-  4*CRR-RED
136 PRINT"■■■■■■■■■■■■■■■-"TAB(36)"-"
136 REM CRD-  4*CRR-RED
137 PRINT"■■■■■-"TAB(36)"-"
137 REM   5*CRD-  4*CRR-RED
138 PRINT"■■■■■■■■■-"TAB(36)"-"
140 POKE198,0
142 GETA$:IFA$=""THEN142
150 SC=0
151 V=53248:MA=50:PO=0:SA=133:SL=157:DI=1
170 GOSUB10000
172 POKE650,128
174 POKEV+39,15:POKEV+40,11:POKEV+41,4:POKEV+42,4:POKEV+43,5:POKEV+44,3
175 POKEV+46,1
176 POKE2040,192:POKE2041,196:POKE2042,194:POKE2043,194:POKE2044,195
177 POKE2045,193:POKE2047,198
192 POKEV,253:POKEV+1,145
193 POKEV+2,56:POKEV+3,SA
194 POKEV+4,34:POKEV+5,205
195 POKEV+6,130:POKEV+7,117
196 POKEV+14,50:POKEV+15,206
197 POKEV+8,160:POKEV+9,147
198 POKEV+10,240:POKEV+11,164
199 POKEV+21,143
200 POKEV+14,MA
201 POKEV+30,0
209 IFDI=1THENPOKE1861,42:POKE1861+54272,7:POKEV+46,1
210 M=0:GETA$
212 IFA$="Z"ANDPEEK(V+15)<>118THENM=-1:POKE2047,199
214 IFA$="X"THENM=1:POKE2047,198
```

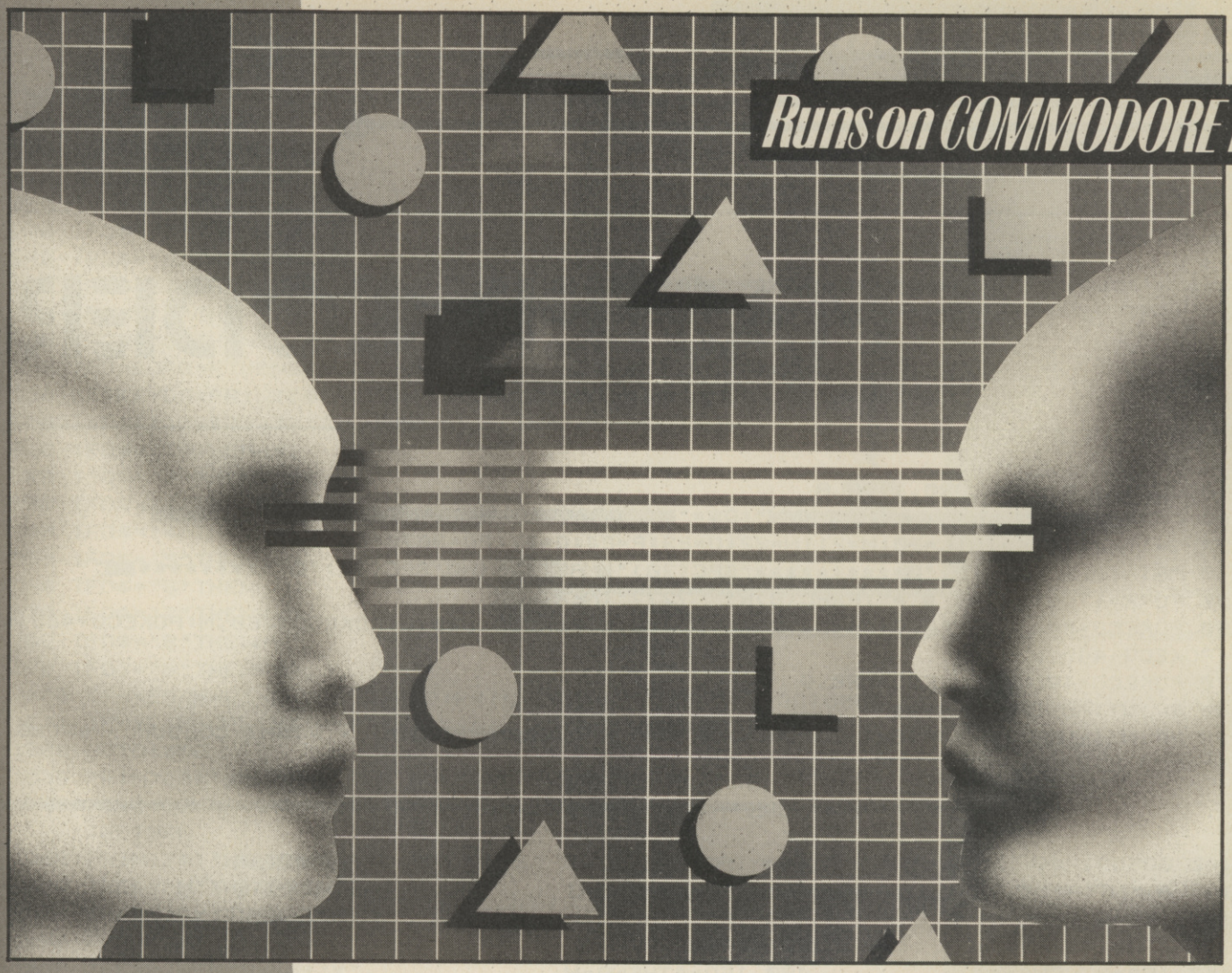
```
216 IFA$="M"THENGOSUB550
230 MA=MA+M
235 IFMA<32ANDPEEK(V+16)=0THENMA=32
236 IFMA>255THENPOKEV+16,128:MA=1
237 IFMA<0ANDPEEK(V+16)=128THENPOKEV+16,0:MA=255
238 IFMA>57ANDPEEK(V+16)=128THENMA=57
240 IFMA=165ANDPEEK(V+15)=118THENGOSUB600
250 IFMA<100ANDPEEK(V+16)=0THENGOSUB610:GOTO255
252 IFMA<200ANDPEEK(V+16)=0THENGOSUB620:GOTO255
254 IFMA>200ORPEEK(V+16)=128THENGOSUB630:GOTO255
255 IFMA=57ANDPEEK(V+16)=128ANDDI=1THENDI=0:POKE1861,32:SC=SC+1:GOSUB500
260 IFMA=32ANDPEEK(V+16)=0ANDDI=0THENDI=1:POKE1861,42:SC=SC+1:GOSUB500
498 GOTO200
499 END
500 SC$=STR$(SC)
505 POKE1142,VAL(RIGHT$(SC$,1))+176
510 SC$=LEFT$(SC$,LEN(SC$)-1)
511 IFSC$=" "THEN549
515 POKE1141,VAL(RIGHT$(SC$,1))+176
520 SC$=LEFT$(SC$,LEN(SC$)-1)
549 RETURN
550 IF(MA=360RMA=38)ANDPEEK(V+16)<>128THENPOKEV+46,11:POKEV+15,118:MA=132
551 RETURN
552 POKEV+46,1:POKEV+14,MA:POKEV+21,143
599 RETURN
600 FORT=118TO206:POKEV+15,T
601 IFPEEK(V+30)=144THEN60000
602 NEXT
603 RETURN
610 SA=SA+8:GOTO615
611 X=INT(5*RND(1))+1
612 X=48+(X*8)
```

'M'. The game is entertaining and quite fast. It uses interesting graphics and should not take long to type in. To save the game once you have typed it in simply type:

GOTO 63999.

When you run the program for the first time or just after loading insert a REM before the GOTO in line 1. When you run it now there will be a short wait. When it starts to draw the screen press RUN-STOP, list line 1 and delete the REM. Now RUN it.

```
10000 PRINT"■■";CHR$(8);:POKE53280,11:POKE53281,0
10004 REM RVS-GR1
10005 FORT=1TO80:PRINT"■■ ";:NEXT
10010 FORT=1984TO2023:POKET,160:POKE54272+T,8:NEXT
10011 REM HOM RVS-GRN GR1
10012 PRINT"■";SPC(27);"■■                ";SPC(27);"              ■";
10014 REM HOM-  2*CRD-RVS OFF RVS GRN-RVS
10015 PRINT"■■■■                              ■■ ♥CORE: 0000 ";
10019 REM GR1-RVS OFF RVS GRN-RVS
10020 PRINT"■■              ■              ■■     ■■              ";
10024 REM GR1 OFF RVS GRN-RVS
10025 PRINT"■              ■              ■■     ■■              ";
10029 REM GR1-RVS OFF RVS
10030 PRINT"■■              ■              ■                      ";
10034 REM RVS OFF RVS
10035 PRINT"■              ■              ■■■■                    ";
10039 REM RVS OFF RVS OFF RVS
10040 PRINT"■              ■              ■■ ■■       ■■■         ";
10044 REM RVS OFF RVS OFF RVS
10045 PRINT"■              ■              ■ ■■          ■■       ";
10049 REM RVS OFF RVS OFF RVS
10050 PRINT"■              ■              ■■ ■■          ■■       ";
10054 REM RVS OFF RVS OFF RVS OFF RVS
10055 PRINT"■   ■■■■
```



MASTER CODER

Jerry Gamble

This is a game to run on the C16 using all the features of BASIC 3.5.

I'm sure everybody knows how to play this kind of game (if you don't there are instructions in the program) so I'll let you get on with it.

107

MASTER CODER

```
10 COLOR4,3,2:COLOR0,1:VOL8
20 Z$="                              ":Q$="                                        "
30 I=17:J=18:K=19:L=20:M=21:N=22:O=23:P=24:Q=27:PO=3072:CO=2048
40 PRINT"  "SPC(15)"**********"SPC(30)"MASTERMIND"SPC(30)"**********  "
50 FORR=1TO9:PRINT"  =";RSPC(9)R"  ????":NEXT
60 POKECO+200,I:POKECO+240,J:POKECO+280,K:POKECO+320,L:POKECO+360,M:POKECO+400,N
:POKECO+440,O
70 POKECO+480,P:POKECO+520,Q
80 PRINTTAB(20)"    "
90 PRINT"    'X' = RIGHT COLOUR - RIGHT PLACE    '0' = RIGHT COLOUR - WRONG
PLACE"
100 GOSUB1240
110 A=INT(RND(1)*8)
120 IFA=0THENA=I
130 IFA=1THENA=J
140 IFA=2THENA=K
150 IFA=3THENA=L
160 IFA=4THENA=M
170 IFA=5THENA=N
180 IFA=6THENA=O
190 IFA=7THENA=P
200 IFA=8THENA=Q
210 B=INT(RND(1)*8)
220 IFB=0THENB=I
230 IFB=1THENB=J
240 IFB=2THENB=K
250 IFB=3THENB=L
260 IFB=4THENB=M
270 IFB=5THENB=N
280 IFB=6THENB=O
290 IFB=7THENB=P
300 IFB=8THENB=Q
310 IFB=ATHEN210
320 C=INT(RND(1)*8)
330 IFC=0THENC=I
340 IFC=1THENC=J
350 IFC=2THENC=K
360 IFC=3THENC=L
370 IFC=4THENC=M
380 IFC=5THENC=N
390 IFC=6THENC=O
400 IFC=7THENC=P
410 IFC=8THENC=Q
420 IFC=AORC=BTHEN320
430 D=INT(RND(1)*8)
440 IFD=0THEND=I
450 IFD=1THEND=J
460 IFD=2THEND=K
470 IFD=3THEND=L
480 IFD=4THEND=M
490 IFD=5THEND=N
500 IFD=6THEND=O
510 IFD=7THEND=P
520 IFD=8THEND=Q
530 IFD=AORD=BORD=CTHEN430
540 GETKEYA$:PRINTZ$;A$:SOUND1,810,10
550 IFA$<"1"ORA$>"9"THEN540
560 IFA$="1"THENE=I
570 IFA$="2"THENE=J
580 IFA$="3"THENE=K
590 IFA$="4"THENE=L
600 IFA$="5"THENE=M
610 IFA$="6"THENE=N
620 IFA$="7"THENE=O
630 IFA$="8"THENE=P
640 IFA$="9"THENE=Q
650 GETKEYB$:PRINTZ$;A$;B$:SOUND1,810,10
660 IFB$<"1"ORB$>"9"THEN650
670 IFB$="1"THENF=I
680 IFB$="2"THENF=J
690 IFB$="3"THENF=K
700 IFB$="4"THENF=L
710 IFB$="5"THENF=M
720 IFB$="6"THENF=N
730 IFB$="7"THENF=O
740 IFB$="8"THENF=P
750 IFB$="9"THENF=Q
760 IFF=ETHENGOSUB1030:PRINTZ$;A$;"  ":GOTO650
770 GETKEYC$:PRINTZ$;A$;B$;C$:SOUND1,810,10
```

```
780 IFC$<"1"ORC$>"9"THEN770
790 IFC$="1"THENG=I
800 IFC$="2"THENG=J
810 IFC$="3"THENG=K
820 IFC$="4"THENG=L
830 IFC$="5"THENG=M
840 IFC$="6"THENG=N
850 IFC$="7"THENG=O
860 IFC$="8"THENG=P
870 IFC$="9"THENG=Q
880 IFG=EORG=FTHENGOSUB1030:PRINTZ$;A$;B$;" ":GOTO770
890 GETKEYD$:PRINTZ$;A$;B$;C$;D$:SOUND1,810,10
900 IFD$<"1"ORD$>"9"THEN890
910 IFD$="1"THENH=I
920 IFD$="2"THENH=J
930 IFD$="3"THENH=K
940 IFD$="4"THENH=L
950 IFD$="5"THENH=M
960 IFD$="6"THENH=N
970 IFD$="7"THENH=O
980 IFD$="8"THENH=P
990 IFD$="9"THENH=Q
1000 IFH=EORH=GTHENGOSUB1030:PRINTZ$;A$;B$;C$;" ":GOTO880
1010 IFH=FTHENPRINTZ$;A$;B$;C$;" ":GOSUB1030:GOTO880
1020 GOTO1050
1030 PRINTZ$;"■■■■■NO TWO COLOURS THE SAME PLEASE !"
1040 VOL8:SOUND1,7,100:FORTT=1TO1500:NEXT:PRINT"■■■■
    ":RETURN
1050 PRINTZ$;"■■■■■■■■■ARE YOU SURE? (Y/N)":GETKEYE$
1060 IFE$="N"THENPRINTZ$"                                    ":SOUND1,169,20:GOTO540
1070 IFE$<>"Y"THEN1050
1080 PRINTZ$"                                    ":SOUND1,917,20
1090 IFE=ATHENX$=X$+"X"
1100 IFF=BTHENX$=X$+"X"
1110 IFG=CTHENX$=X$+"X"
1120 IFH=DTHENX$=X$+"X"
1130 IFE=BORE=CORE=DTHENO$=O$+"0"
1140 IFF=AORF=CORF=DTHENO$=O$+"0"
1150 IFG=AORG=BORG=DTHENO$=O$+"0"
1160 IFH=AORH=BORH=CTHENO$=O$+"0"
1170 POKEP0+220+ZX,81:POKEP0+221+ZX,81:POKEP0+222+ZX,81:POKEP0+223+ZX,81
1180 POKEC0+220+ZX,E:POKEC0+221+ZX,F:POKEC0+222+ZX,G:POKEC0+223+ZX,H:ZX=ZX+40
1190 PRINTQ$;X$;O$:Q$=Q$+"■"
1200 IFZX>320ANDX$<>"XXXX"THENPRINTZ$;"■■■■■■■WRONG...IT WAS":GOTO1230
1210 IFX$<>"XXXX"THENX$="":O$="":GOTO540
1220 PRINTZ$;"■■■■■■■■■■■■■■■■■YOU'VE DONE IT!"
1230 POKEC0+660,A:POKEC0+661,B:POKEC0+662,C:POKEC0+663,D:GOSUB1240:GOTO1320
1240 DO
1250 READX,Y
1260 SOUND1,X,Y
1270 FORW=1TOY*15:NEXT
1280 LOOPUNTILX=0
1290 RETURN
1300 DATA834,40,834,20,834,20,897,50,917,30,911,30,0,0
1310 DATA834,40,834,20,834,20,897,50,917,30,911,30,0,0
1320 PRINTZ$"■■■■■■■■HIT ANY KEY WHEN YOU'RE READY■":GETKEYA$
1330 PRINT"■■■■■■■■■■■■■■■WOULD YOU LIKE ANOTHER TRY ?(Y/N)":GETKEYA$
1340 IFA$="Y"THENRRINT"■■■■■■■■■■■■■■■D.K. - JUST A MOMENT":FORS=1TO500:NEXT:RUN
1350 IFA$="N"THENPRINT"■■■■■■■■■■■■■D.K. - BYE THEN BRAINY !":END
1360 GOTO1330

READY.
```

110

KITCHEN KAPERS

Adrian Jones

As an extra treat for BBC owners we bring you 'Kitchen Kapers' by top programmer Adrian Jones, a full machine code game the likes of which magazine readers will have never seen before.

The program fills up a whole BBC micro in mode 2, the mode that it runs in, so the Basic loaders (all four of them) must be typed in mode 7. The first three are the hex dump for the game, they have checksums at the end of each line and will tell you if you get anything wrong.

The sequence to type in the programs is prog1, prog2, prog3, then change the tape and record prog4 at the beginning of another. Now go back to your first tape and run prog2, recording the result on tape after prog4, repeat for prog2 and prog3.

You should then run prog1 which will read and decode the results from progs 1 and 3. It will then produce a m/c file called 'CAPERS'.

To run your game type *RUN CAPERS to load and execute the game.

Great care has been taken over the preparation of this game and THERE ARE NO PRINTING MISTAKES IN IT. Normally when we print a game of this type we get thousands of people ringing us up complaining that something must have been printed incorrectly and that it has been checked dozens of times. If there is anything wrong with the reproduction we will print corrections next month.

In this 5 screen game you must help Schubert Chef collect the food before the forks and spoons can catch him. To help Schubert get around the screen there are lifts, ladders and conveyor belts, but watch out for bouncing cups and other dangerous objects. The following keys, or Acorn type joysticks, are used in the game.

Z	**LEFT**
X	**RIGHT**
:	**UP**
/	**DOWN**
RETURN	**JUMP**
P	**PAUSE GAME**
S	**SOUND ON/OFF**

The program, written entirely in machine code, uses all the available memory including disc and BASIC work areas. For this reason it must be typed in sections.

Because the game is written in machine code it would be impossible to explain its working in the space available, other than to say that the game uses direct screen access, in MODE 2, to obtain the necessary speed. For this reason it would be difficult to convert the program for use on other micros.

PROGRAM LISTING 1

```
 10 MODE7:PRINTTAB(15,12);"PLEASE WAIT"
 20 M%=&6C00
 30 FORA%=0TO217
 40 C%=0
 50 FORB%=0TO15
 60 READ D$
 70 D%=EVAL("&"+D$)
 80 C%=C%+D%
 90 M%?B%=D%
100 NEXT
110 READ C$
120 IF EVAL("&"+C$)<>C% THEN VDU7:PRINT"TYPING ERROR IN LINE ";1000+A%*10:END
130 M%=M%+16
140 NEXT
150 CLS
160 PRINTTAB(2,12);"INSERT DISC OR TAPE AND HIT ANY KEY":*FX21,0
170 K%=GET
180 *SAVE MCKC1 6C00 +0DA0
190 END
1000 DATA 00,00,00,00,00,04,0E,09,00,00,05,01,01,03,0C,09,003A
1010 DATA 00,04,0C,00,00,01,03,0E,08,0C,0C,04,00,02,03,03,004E
1020 DATA 0C,0E,0C,09,0E,04,04,00,0E,09,0E,09,0C,07,09,0B,009A
1030 DATA 03,09,06,09,06,09,03,09,03,03,03,03,03,02,02,00,0049
1040 DATA 00,00,00,00,00,00,05,05,00,00,00,00,05,0F,0F,0F,003C
1050 DATA 00,00,00,00,0F,0F,0F,0F,00,00,00,00,0A,0F,0F,0F,0073
1060 DATA 00,00,00,00,00,00,0A,0A,0C,09,09,09,05,05,00,00,0045
1070 DATA 0D,03,03,03,0F,0F,0F,05,0E,03,03,03,0F,0F,0F,0F,009B
1080 DATA 0C,06,03,03,0F,0F,0F,0A,0C,0C,0C,06,0A,0A,00,00,008D
1090 DATA 00,15,15,15,3F,3F,3F,3F,3F,3F,3F,3F,3F,2F,2F,0F,02E3
1100 DATA 2A,3F,3F,3F,3F,1F,0F,0F,00,00,2A,2A,3F,3F,3F,3F,02B3
1110 DATA 3F,3F,3F,3F,15,15,00,00,0F,0F,0F,2F,3F,3F,3F,15,0254
1120 DATA 0F,0F,1F,1F,3F,3F,3F,2A,3F,3F,3F,2A,2A,00,00,00,0254
1130 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1140 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1150 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1160 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1170 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1180 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1190 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1200 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1210 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1220 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1230 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1240 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1250 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1260 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1270 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1280 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1290 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1300 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1310 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
1320 DATA 57,52,49,54,54,45,4E,20,42,59,20,41,44,52,49,41,0469
1330 DATA 4E,20,4C,20,4A,4F,4E,45,53,20,20,31,39,38,34,2E,039D
1340 DATA 00,00,00,00,01,11,33,33,01,01,11,33,13,03,23,33,012A
1350 DATA 02,02,22,33,23,03,13,33,00,00,00,00,02,22,33,33,014F
1360 DATA 33,3C,3C,14,00,00,00,14,33,3C,3C,3C,3C,14,14,3C,025A
1370 DATA 33,3C,3C,3C,3C,28,28,3C,33,3C,3C,28,00,00,00,28,02AA
1380 DATA 00,00,00,00,00,00,00,00,00,00,00,01,03,03,03,03,000D
1390 DATA 00,04,0C,06,03,03,03,03,08,0C,0C,00,00,02,02,02,0048
1400 DATA 01,01,01,01,01,03,03,02,03,03,03,02,02,00,00,00,001A
1410 DATA 03,02,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0005
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RUNS ON BBC 32K

112 KITCHEN KAPERS

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1420 DATA 17,15,15,15,00,00,14,3C,3F,3F,3F,3F,28,28,28,28,0242
1430 DATA 3F,3F,3F,3F,3C,3C,00,00,00,00,00,00,00,28,00,00,019C
1440 DATA 00,00,00,02,02,02,17,17,33,33,33,33,33,3F,3F,3F,01F0
1450 DATA 22,22,22,22,22,2A,3F,3F,00,00,00,02,02,02,02,02,015C
1460 DATA 15,15,15,15,14,3C,00,00,3F,3F,3F,3F,28,28,00,00,01F0
1470 DATA 3F,3F,3F,3F,28,28,3C,3C,02,00,00,00,00,00,00,28,01EE
1480 DATA 00,02,02,02,02,02,17,15,33,33,33,33,33,3F,3F,3F,01F2
1490 DATA 22,22,22,22,22,2A,3F,3F,00,00,00,02,02,02,02,02,015C
1500 DATA 15,15,15,15,00,14,3C,14,2B,2B,3F,3F,3C,00,00,28,01F0
1510 DATA 3F,03,2A,2A,28,14,14,14,02,03,00,00,00,00,28,3C,0163
1520 DATA 15,15,15,15,00,00,00,00,2B,2B,2B,2B,29,28,3C,3C,01C9
1530 DATA 3F,3F,02,02,00,00,00,28,00,00,00,00,00,00,00,00,00AA
1540 DATA 15,01,03,17,00,14,14,14,17,3F,3F,3F,3C,00,28,3C,01E0
1550 DATA 3F,3F,2A,2A,28,14,14,14,00,00,00,00,00,3C,28,00,019A
1560 DATA 00,00,00,00,00,00,15,15,33,33,33,33,11,3F,3F,2B,01B0
1570 DATA 11,11,22,00,22,2A,3F,3F,22,22,00,00,00,00,00,00,0152
1580 DATA 15,3F,3F,15,00,00,00,00,3F,3F,3F,3F,3F,3F,3F,3F,02A0
1590 DATA 3F,3F,3F,3F,2A,2A,2A,2A,00,2A,2A,00,00,00,00,00,01F8
1600 DATA 01,03,00,00,00,00,14,3C,3F,03,15,15,14,28,28,28,014C
1610 DATA 17,17,3F,3F,3C,00,00,14,2A,2A,2A,2A,00,28,3C,28,0230
1620 DATA 00,00,00,00,00,00,00,00,3F,3F,01,01,00,00,00,14,0094
1630 DATA 17,17,17,17,16,14,3C,3C,2A,2A,2A,2A,00,00,00,00,01A6
1640 DATA 00,00,00,00,00,3C,14,00,3F,3F,15,15,14,28,28,28,0184
1650 DATA 2B,3F,3F,3F,3C,00,14,3C,2A,02,03,2B,00,28,28,28,0246
1660 DATA 11,11,00,00,00,00,00,00,22,22,11,00,11,15,3F,3F,011B
1670 DATA 33,33,33,33,22,3F,3F,17,00,00,00,00,00,00,2A,2A,01D7
1680 DATA 00,15,15,00,00,00,00,00,3F,3F,3F,3F,15,15,15,15,017A
1690 DATA 3F,3F,3F,3F,3F,3F,3F,3F,2A,3F,3F,2A,00,00,00,00,02CA
1700 DATA 00,00,00,00,00,00,00,00,00,00,33,23,23,23,23,33,00F2
1710 DATA 00,00,33,03,23,03,23,33,00,00,33,33,33,33,33,33,01E4
1720 DATA 00,00,00,02,03,01,01,01,00,00,00,00,0F,15,00,00,002C
1730 DATA 33,33,33,33,1B,1F,3F,15,03,23,23,03,33,3F,3F,3F,0296
1740 DATA 13,33,33,33,27,2F,3F,2A,03,02,00,00,0F,2A,00,00,01A9
1750 DATA 03,03,03,3F,03,03,03,03,2B,2B,2B,3F,03,03,03,03,0120
1760 DATA 03,03,03,3F,03,03,03,03,03,03,03,3F,2B,2B,2B,2B,0148
1770 DATA F0,0A,0A,F3,08,04,00,0C,F3,0A,0A,F0,00,00,08,0C,041A
1780 DATA F0,0A,0A,F3,00,00,04,0C,F3,0A,0A,F0,04,08,00,0C,0416
1790 DATA AA,AA,FF,AA,AA,00,00,00,00,00,FF,00,00,00,00,00,04A6
1800 DATA 00,00,FF,00,00,00,00,00,AA,AA,AA,AA,AA,00,00,00,0451
1810 DATA 00,00,00,15,05,05,04,04,00,15,2F,0F,1A,0F,18,1A,00D5
1820 DATA 00,2A,1F,0F,0F,0F,0C,0D,00,00,00,2A,0A,0A,08,08,00DD
1830 DATA 04,04,04,05,05,05,05,05,1A,1A,1A,0F,0F,0F,0F,0F,00BE
1840 DATA 0C,0D,0D,0F,0F,0F,0F,0F,08,0A,0A,0A,0A,0A,0A,0A,00BF
1850 DATA 33,22,10,00,00,10,22,33,33,22,10,20,20,10,22,33,01D4
1860 DATA 33,11,20,10,10,20,11,33,33,11,20,00,00,20,11,33,01B0
1870 DATA 00,14,3C,38,38,38,38,38,28,3C,34,3C,3C,3C,3C,3C,032C
1880 DATA 00,00,28,28,28,28,28,28,3C,14,00,00,03,00,00,00,0143
1890 DATA 3C,3C,28,28,29,28,28,28,28,00,00,00,02,00,00,00,0193
1900 DATA 00,00,14,14,14,3C,00,00,28,28,3C,14,14,14,14,14,0168
1910 DATA 00,00,00,00,00,00,00,28,00,14,3C,38,38,38,38,38,0190
1920 DATA 28,3C,34,3C,3C,3C,3C,3C,00,00,28,28,28,28,28,28,02B4
1930 DATA 3C,14,00,02,01,00,00,00,3C,3C,28,28,29,28,28,28,01BC
1940 DATA 28,00,00,02,00,00,00,00,00,00,14,14,14,14,14,3C,00CA
1950 DATA 28,28,3C,14,14,14,00,00,00,00,00,00,00,00,28,00,00,00F0
1960 DATA 00,00,14,14,14,14,14,14,14,3C,38,34,34,34,34,3C,020C
1970 DATA 00,28,3C,3C,3C,3C,3C,3C,14,00,00,00,01,00,00,00,01A5
1980 DATA 3C,3C,14,14,16,14,14,14,3C,28,00,00,03,00,00,00,0159
1990 DATA 00,00,00,00,00,14,00,00,14,14,3C,28,28,28,00,00,00F0
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2000 DATA 00,00,28,28,28,28,28,3C,00,00,14,14,14,14,14,14,017C
2010 DATA 14,3C,38,34,34,34,34,34,00,28,3C,3C,3C,3C,3C,3C,031C
2020 DATA 14,00,00,01,00,00,00,00,3C,3C,14,14,16,14,14,14,0107
2030 DATA 3C,28,00,01,02,00,00,00,00,00,00,00,00,00,00,14,007B
2040 DATA 14,14,3C,28,28,28,28,28,00,00,28,28,28,3C,00,00,01E0
2050 DATA 22,22,22,22,22,22,22,22,22,22,22,22,22,22,22,22,0220
2060 DATA 22,22,22,22,22,22,22,22,33,11,00,00,00,00,00,00,0154
2070 DATA 33,13,02,02,02,02,02,02,22,00,00,00,00,00,00,00,0074
2080 DATA 00,00,10,10,10,30,00,00,02,02,12,12,10,10,10,10,00C8
2090 DATA 00,00,00,00,00,00,00,20,22,22,22,22,22,22,22,33,0141
2100 DATA 22,22,22,22,22,22,22,33,22,22,22,22,22,22,22,22,0231
2110 DATA 33,11,00,00,00,00,00,00,33,13,02,02,02,02,02,02,0096
2120 DATA 22,00,00,00,00,00,00,00,00,00,10,10,10,10,10,30,00A2
2130 DATA 02,02,12,12,10,10,00,00,00,00,00,00,00,00,20,00,00,0068
2140 DATA 11,11,11,11,11,11,11,11,11,11,11,11,11,11,11,33,0132
2150 DATA 11,11,11,11,11,11,11,33,11,00,00,00,00,00,00,00,00BB
2160 DATA 33,23,01,01,01,01,01,01,33,22,00,00,00,00,00,00,00B1
2170 DATA 00,00,00,00,00,10,00,00,01,01,21,21,20,20,00,00,0094
2180 DATA 00,00,20,20,20,20,20,30,11,11,11,11,11,11,11,11,0158
2190 DATA 11,11,11,11,11,11,11,33,11,11,11,11,11,11,11,33,0154
2200 DATA 11,00,00,00,00,00,00,00,33,23,01,01,01,01,01,01,006D
2210 DATA 33,22,00,00,00,00,00,00,00,00,00,00,00,00,00,10,0065
2220 DATA 01,01,21,21,20,20,20,20,00,00,20,20,20,30,00,00,0154
2230 DATA 00,00,00,00,00,15,2F,2F,00,00,00,00,15,2F,0F,0F,00D5
2240 DATA 00,00,00,00,3F,0F,0F,0F,00,00,00,00,00,3B,1B,1B,00DD
2250 DATA 00,00,00,00,00,33,13,33,00,00,00,00,00,33,13,33,00F2
2260 DATA 18,1C,1C,1D,1C,1C,1C,1C,1C,1C,1C,1C,1C,1C,1C,1C,01BD
2270 DATA 1C,1C,1C,14,00,00,00,03,00,00,00,00,00,00,00,00,006B
2280 DATA 00,00,00,00,00,00,00,00,00,1C,1C,1F,1C,00,00,00,0073
2290 DATA 00,1C,1D,1C,00,00,00,00,00,1C,1C,15,00,00,00,03,00A5
2300 DATA 00,00,1C,1C,00,00,03,00,00,00,00,00,00,00,00,03,003E
2310 DATA 00,00,00,03,00,00,00,00,00,00,03,00,1C,1C,1C,1D,0077
2320 DATA 1C,00,00,03,00,00,00,03,00,00,00,00,1C,1C,1E,00,0078
2330 DATA 00,00,00,03,00,00,00,03,18,1C,1C,1E,00,00,00,00,0074
2340 DATA 00,00,00,00,00,1C,1C,1E,1C,1C,1C,16,00,00,00,00,00C0
2350 DATA 00,00,00,00,00,00,00,00,00,00,00,04,00,00,00,00,0004
2360 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2370 DATA 00,00,00,00,00,00,00,40,00,00,00,00,00,00,00,00,0040
2380 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,05,0005
2390 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2400 DATA 00,00,00,00,00,00,00,00,00,02,00,00,00,00,00,00,0002
2410 DATA 00,00,00,00,00,00,00,00,00,00,40,00,00,00,00,00,0040
2420 DATA 00,00,00,00,01,00,00,40,00,00,00,00,00,00,00,00,0041
2430 DATA 00,00,00,40,00,03,00,40,18,1C,1D,1C,1C,1C,1C,1C,0160
2440 DATA 1C,1C,1C,1D,00,00,00,4F,4F,4F,4F,4F,00,00,03,00,01FF
2450 DATA 00,00,00,00,00,00,00,03,00,1C,00,00,00,00,00,00,001F
2460 DATA 18,1C,1F,1C,00,00,00,00,00,00,00,03,00,00,00,00,0072
2470 DATA 00,00,00,00,00,00,03,00,00,00,00,00,00,00,1C,1E,003D
2480 DATA 1D,1C,1C,00,00,00,00,00,00,00,03,00,3F,3F,3F,3F,0154
2490 DATA 3F,00,00,00,03,00,00,00,1C,1C,1C,14,00,00,03,00,00AD
2500 DATA 00,00,00,00,00,00,00,1C,1E,1C,00,00,00,00,00,00,0056
2510 DATA 18,1C,1E,00,00,00,00,1C,1C,1C,00,00,00,00,00,4F,00F5
2520 DATA 4F,4F,4F,4F,00,00,00,00,00,00,03,00,00,00,00,00,013F
2530 DATA 00,00,00,00,00,00,00,05,00,00,00,00,00,00,00,00,0005
2540 DATA 00,00,00,00,00,00,00,00,00,00,00,00,02,00,40,00,0042
2550 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2560 DATA 00,00,00,00,00,00,00,00,00,00,00,40,00,00,00,00,0040
2570 DATA 00,00,00,00,00,00,00,00,05,00,00,00,00,00,00,00,0005
2580 DATA 00,00,00,00,00,02,00,00,00,00,00,00,00,00,00,00,0002
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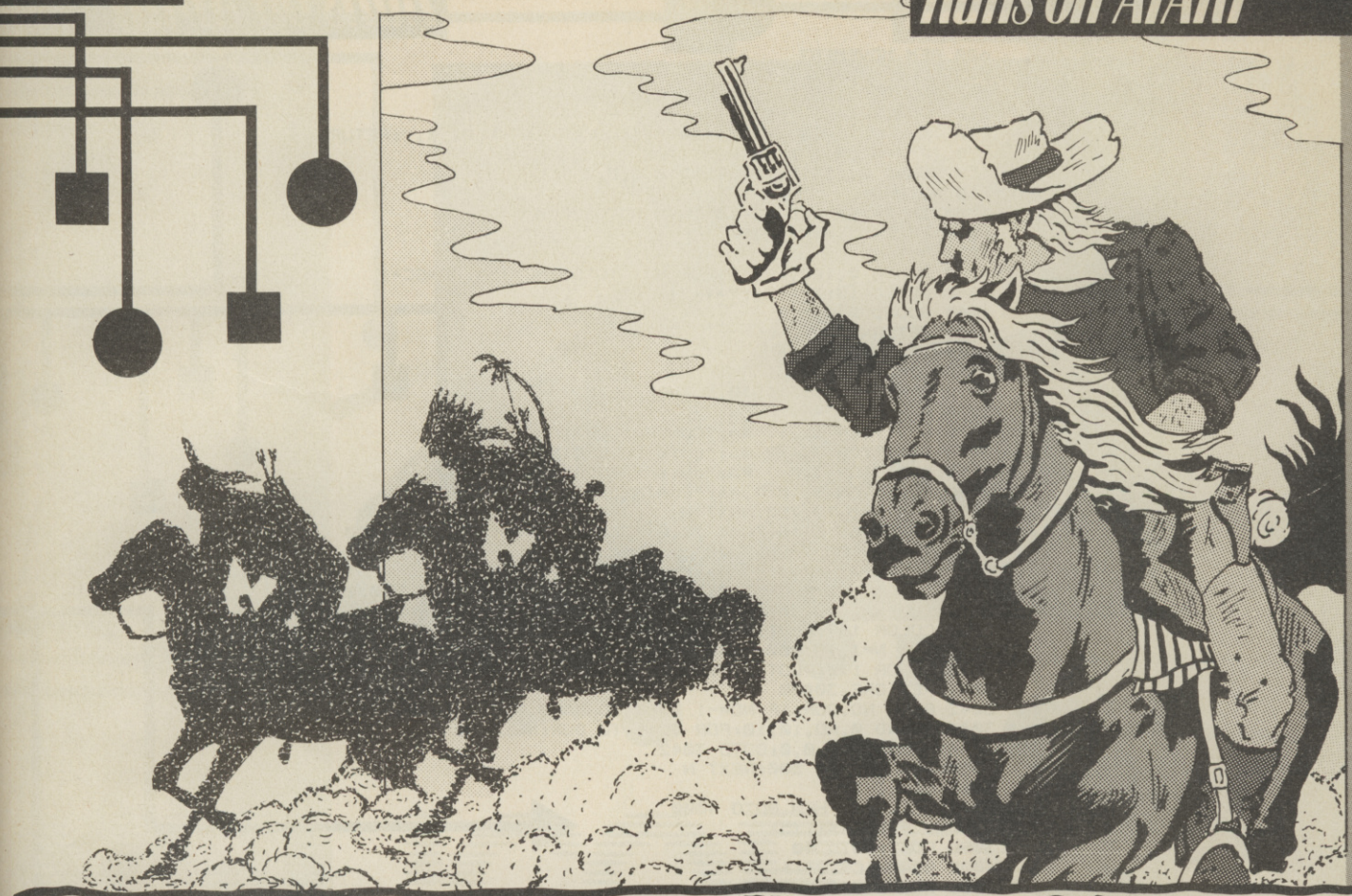
Runs on BBC 32K

114 KITCHEN KAPERS

```
2590 DATA 00,00,00,04,40,00,00,00,00,00,00,00,00,00,40,00,0084
2600 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,01,00,0001
2610 DATA 18,1D,1C,1C,1C,1C,1C,1C,1C,1C,1C,00,00,00,00,00,0131
2620 DATA 00,00,00,00,00,03,00,00,00,00,00,00,00,00,00,00,0003
2630 DATA 00,00,00,2F,2F,00,00,00,18,1F,1C,1C,1C,1D,1C,1C,013E
2640 DATA 1C,1C,00,00,00,00,00,00,00,00,1C,15,00,03,00,00,006C
2650 DATA 00,03,00,00,00,00,00,00,00,00,00,00,00,00,00,03,0006
2660 DATA 00,03,00,00,1C,1E,1C,1C,00,2F,2F,2F,00,00,00,00,0102
2670 DATA 00,1C,1D,16,00,03,00,00,00,00,00,00,00,00,00,00,0052
2680 DATA 00,00,00,00,00,00,03,00,18,1E,1C,1C,1C,1C,1C,1C,00E1
2690 DATA 1C,1C,00,00,00,00,00,00,1C,1C,1E,14,00,00,00,00,00A2
2700 DATA 00,04,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0004
2710 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2720 DATA 00,00,00,00,00,40,00,00,00,00,00,00,00,01,00,00,0041
2730 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2740 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2750 DATA 00,40,00,00,00,00,02,00,00,00,00,00,00,05,00,40,0087
2760 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2770 DATA 00,00,00,00,00,40,00,00,00,00,00,00,05,00,00,00,0045
2780 DATA 00,00,00,00,00,00,40,03,18,1D,1C,1C,00,00,00,00,00B0
2790 DATA 00,3F,3F,3F,3F,00,3F,3F,3F,00,1C,15,00,03,00,00,01ED
2800 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,03,0003
2810 DATA 18,1E,1C,1C,00,00,00,00,00,00,00,00,00,00,00,1C,008A
2820 DATA 1C,1D,1C,16,00,00,00,00,00,00,00,1C,1C,1C,00,00,00BF
2830 DATA 00,00,00,00,00,03,00,00,18,1D,1C,1C,00,00,00,00,0070
2840 DATA 00,00,00,00,00,2F,2F,00,1C,1E,1C,15,00,03,00,00,00CC
2850 DATA 00,00,00,1C,1C,1C,00,00,00,00,00,00,00,00,00,03,0057
2860 DATA 18,1E,1C,1C,00,00,00,00,00,00,00,00,00,00,00,1C,008A
2870 DATA 1C,1C,1C,16,00,00,00,05,00,00,00,00,00,02,00,00,0071
2880 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
2890 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,40,00,00,0040
2900 DATA 00,00,00,00,00,00,00,00,00,00,03,00,00,00,40,0043
2910 DATA 00,00,00,00,00,00,00,00,00,04,00,00,00,00,00,00,0004
2920 DATA 00,00,00,00,00,00,02,00,00,00,00,00,00,00,00,00,0002
2930 DATA 00,00,00,00,00,40,00,00,00,00,00,00,00,00,00,00,0040
2940 DATA 00,00,00,00,00,00,00,00,00,00,00,01,40,00,00,0041
2950 DATA 00,00,00,00,00,00,00,00,00,00,00,03,00,00,00,40,0043
2960 DATA 18,1D,1C,1C,1C,1C,1C,1C,00,1C,1C,1C,1C,1C,1C,1C,01A1
2970 DATA 1C,1C,1C,14,00,03,00,00,00,00,00,00,00,00,00,00,006B
2980 DATA 00,00,00,00,00,00,00,00,18,1E,1C,00,2F,00,2F,00,00B0
2990 DATA 2F,2F,00,2F,00,00,2F,2F,2F,00,1C,15,00,00,00,00,014B
3000 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,03,0003
3010 DATA 18,1C,1D,1C,1C,00,00,00,1C,1C,00,00,00,00,00,1C,00DD
3020 DATA 1C,1C,1C,16,00,00,03,00,00,00,00,00,00,00,00,1C,0089
3030 DATA 1C,1C,00,00,00,00,00,00,18,1C,1E,1C,1C,1C,1C,1C,0116
3040 DATA 00,00,00,00,00,00,00,00,00,00,00,14,00,00,00,00,0014
3050 DATA 00,00,00,00,00,00,00,00,02,00,00,00,00,00,00,03,0005
3060 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
3070 DATA 00,00,00,00,00,40,00,00,00,00,00,00,00,00,00,00,0040
3080 DATA 00,00,00,00,00,00,04,00,00,00,00,00,00,00,00,00,0004
3090 DATA 00,00,00,00,00,00,00,00,00,00,00,00,02,00,00,00,0002
3100 DATA 00,00,00,00,00,00,00,00,00,00,00,05,00,00,00,40,0045
3110 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,0000
3120 DATA 00,00,00,00,00,00,40,00,00,00,00,01,00,00,00,00,0041
3130 DATA 00,00,00,00,00,00,00,00,02,03,28,28,98,03,2F,08,0127
3140 DATA 1C,81,80,01,08,01,FF,80,11,3F,4F,05,07,06,07,06,0364
3150 DATA 17,00,01,28,00,00,18,00,FF,80,13,00,01,01,FE,01,02EB
3160 DATA 01,00,01,01,FE,01,01,00,01,01,FE,01,01,00,01,01,0207
3170 DATA FE,01,01,00,01,01,FE,00,01,00,00,01,FE,00,01,00,0301
```

The rest of this program will follow in the May issue of Computer Gamer.

Runs on ATARI



PROSPECTOR

```
1 REM PROSPECTOR by Michael Kempster
10 GOTO 30000
20 GOTO 20000
30 LI=3:SC=0:IS=0.5:DC=0
40 X=16:Y=19:H=2:V=21:O=12:E=1:GC=0
50 COLOR 33:FOR CH=0 TO 19 STEP 2:FOR CV=0 TO 20 STEP 2:PLOT CH,CV:NEXT CV:NEXT
CH
60 PLOT 0,0:DRAWTO 0,22:DRAWTO 19,22:DRAWTO 19,0:DRAWTO 0,0
65 POSITION 0,0:? #6;"&%":? #6;"#$"
70 COLOR 162:PLOT X,Y:COLOR 135:PLOT H,V:PLOT O,E
80 FOR N=1 TO 15:GOSUB 500:NEXT N
90 REM MAIN LOOP
95 GOSUB 8000
100 S=STICK(0)
101 POSITION 1,23:? #6;"score:";SC:POSITION 12,23:? #6;"LIVES:";LI
110 IF S=14 THEN X1=0:Y1=-1:GOSUB 600
120 IF S=13 THEN X1=0:Y1=1:GOSUB 600
130 IF S=11 THEN X1=-1:Y1=0:GOSUB 600
140 IF S=7 THEN X1=1:Y1=0:GOSUB 600
150 COLOR 32:PLOT H,V:HO=H:VE=V:GOSUB 400:H=HO:V=VE
155 COLOR 135:PLOT H,V
160 COLOR 32:PLOT O,E:HO=O:VE=E:GOSUB 400:O=HO:E=VE
170 COLOR 135:PLOT O,E
180 LOCATE X,Y,Z:IF Z=135 THEN 3000
190 COLOR 162:PLOT X,Y
200 GOTO 100
400 REM INDIAN MOVEMENTS
405 LOCATE HO,VE,Z:IF Z=162 THEN 3000
410 IF HO<X THEN LOCATE HO+IS,VE,Z:IF Z=32 OR Z=162 THEN HO=HO+IS
420 IF HO>X THEN LOCATE HO-IS,VE,Z:IF Z=32 OR Z=162 THEN HO=HO-IS
430 IF VE<Y THEN LOCATE HO,VE+IS,Z:IF Z=32 OR Z=162 THEN VE=VE+IS
440 IF VE>Y THEN LOCATE HO,VE-IS,Z:IF Z=32 OR Z=162 THEN VE=VE-IS
445 IF Z=162 THEN 3000
450 RETURN
500 CH=INT(RND(0)*16+2):CV=INT(RND(0)*16+2):LOCATE CH,CV,Z:IF Z=32 THEN COLOR 8:
PLOT CH,CV:RETURN
510 GOTO 500
```

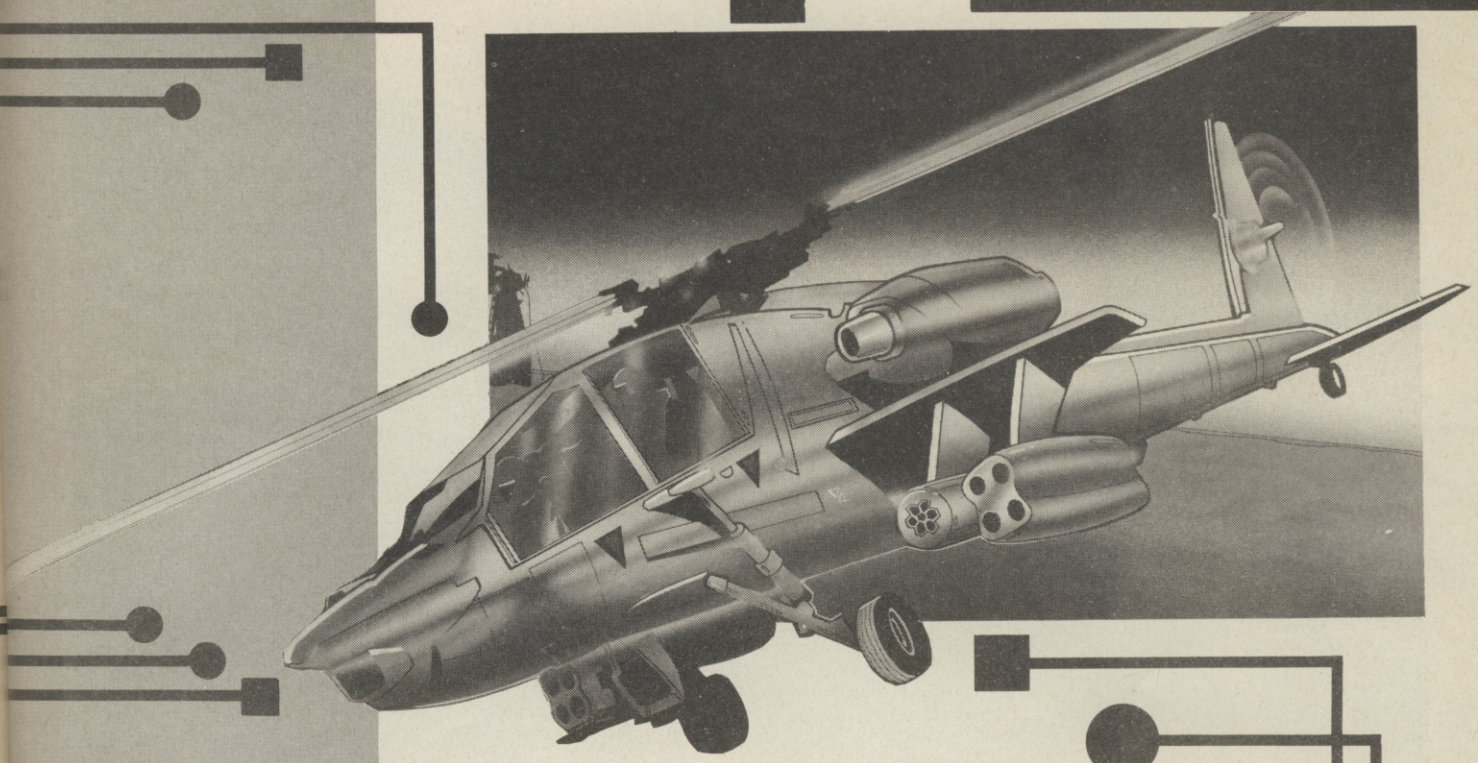
Michael Kempster

Prospector is a game based on the wild west. You are the lone prospector who will risk his life in his search for gold. And risking his life he is, for two vicious Indians are chasing him all through his quest.

In each screen there are 15 pieces of gold, two indians, the claim office, a maze of cacti, and of course you.

To complete a screen, collect all the gold and then go down to the claim office in the top left hand corner of the screen. Good luck.

```
600 REM MOVEMENT
605 COLOR 32:PLOT X,Y
606 SOUND 0,255,2,15:SOUND 0,0,0,0
610 LOCATE X+X1,Y+Y1,Z
620 IF Z=32 THEN X=X+X1:Y=Y+Y1:COLOR 162:PLOT X,Y:RETURN
630 IF Z=8 OR Z=164 THEN 1000
655 SOUND 0,255,0,15:SOUND 0,0,0,0
660 RETURN
1000 IF Z=164 AND GC=15 THEN GOTO 2000
1010 IF Z=8 THEN 1030
1020 RETURN
1030 SOUND 0,100,10,15:FOR N=1 TO 50:NEXT N:GC=GC+1
1040 SC=SC+10:X=X+X1:Y=Y+Y1
1045 SOUND 0,0,0,0
1050 RETURN
2000 GRAPHICS 2+16
2005 GOSUB 32000
2010 IS=IS+0.1:IF IS>0.9 THEN IS=0.9
2020 DC=DC+10
2030 POSITION 3,2:? #6;"CONGRATULATIONS"
2040 POSITION 2,4:? #6;"gold COLLECTED"
2050 POSITION 2,8:? #6;"desert AREA now"
2060 POSITION 5,10:? #6;"CLAIMED:";DC;"%"
2070 FOR N=1 TO 750:NEXT N
2080 GRAPHICS 1+16:POKE 77,0:POKE 756,P(1):GOSUB 32000
2085 IF DC=100 THEN 7000
2090 GOTO 40
3000 COLOR 162:PLOT X,Y:SOUND 0,200,2,15:SOUND 0,0,0,0
3010 FOR N=1 TO 200:NEXT N
3020 COLOR 169:PLOT X,Y:SOUND 0,220,2,15:SOUND 0,0,0,0
3030 FOR N=1 TO 200:NEXT N
3040 COLOR 170:PLOT X,Y:SOUND 0,240,2,15:SOUND 0,0,0,0
3041 RESTORE 30400
3042 READ NO,DUR:IF NO=-1 THEN SOUND 0,0,0,0:GOTO 3050
3043 SOUND 0,NO,10,10:FOR DU=1 TO DUR:NEXT DU
3044 SOUND 0,0,0,0:GOTO 3042
3050 FOR N=1 TO 500:NEXT N
3060 LI=LI-1
3070 IF LI<1 THEN GOTO 4000
3080 ? #6;CHR$(125)
3090 POP :GOTO 40
4000 GRAPHICS 2+16
4005 GOSUB 32000
4010 POSITION 6,2:? #6;"BAD luck":POSITION 4,4:? #6;"you SEEMED to"
4020 POSITION 6,8:? #6;"HAVE LOST"
4030 FOR N=1 TO 500:NEXT N
4040 GRAPHICS 1+16:POKE 77,0:POKE 756,P(1):GOSUB 32000:GOTO 20
8000 IF SC=0 AND LI=3 THEN GOTO 8020
8010 RETURN
8020 RESTORE 30300
8030 READ NO,DUR:IF NO=-1 THEN SOUND 0,0,0,0:RETURN
8040 SOUND 0,NO,10,10:FOR DU=1 TO DUR:NEXT DU
8050 SOUND 0,0,0,0:GOTO 8030
20000 GOSUB 32000:REM SET COLORS
20005 A=PEEK(560)+256*PEEK(561)+4:POKE A-1,71:POSITION 5,0:? #6;"PROSPECTOR"
20010 POSITION 5,2:? #6;"" prospector"
20020 POSITION 5,5:? #6;"' indian"
20030 POSITION 5,8:? #6;"/ cacti"
20040 POSITION 5,11:? #6;"( gold"
20050 POSITION 4,14:? #6;"&% claim"
20060 POSITION 4,15:? #6;"#$   office"
20070 POSITION 5,19:? #6;"SCORE:";SC
20080 POSITION 3,22:? #6;"press  START"
20090 IF PEEK(53279)<>6 THEN 20090
20100 GRAPHICS 1+16:POKE 77,0:POKE 756,P(1):GOSUB 32000:GOTO 30
30000 DIM M$(32),P(1):GRAPHICS 1+16
30010 RESTORE 30100
30020 FOR I=1 TO 32:READ A:M$(I)=CHR$(A):NEXT I
30030 P=PEEK(106)-4:P=P-4:P(1)=P
30040 P=P(1)*256:A=USR(ADR(M$),57344,P)
30050 FOR I=8 TO 87:READ A:POKE P(1)*256+I,A:NEXT I
30055 POKE 756,P(1)
30060 GOTO 20
30100 DATA 104,104,133,204,104,133,203,104,133,206,104,133,205,162,4,160,0,177,2
03,145,205,136,208,249,230,204
30110 DATA 230,206,202,208,240,96
30120 DATA 0,24,88,90,58,28,24,24
30130 DATA 0,60,36,24,255,189,24,36
30140 DATA 64,64,78,74,74,74,127,0
30150 DATA 2,114,82,114,2,2,254,0
30160 DATA 32,32,248,4,2,255,2,2
30170 DATA 0,0,31,32,64,255,64,64
30180 DATA 4,4,24,24,60,90,24,36
30190 DATA 0,0,0,60,126,126,0,0
30200 DATA 0,60,36,24,60,60,24,36
30210 DATA 0,0,0,24,60,60,24,0
30299 REM TUNE 1
30300 DATA 53,100,47,40,45,100,47,40,53,40,47,40,45,40,33,40,35,100,0,7,35,25,40
,25,45,25,47,25,53,25,-1,-1
30399 REM TUNE 2
30400 DATA 40,50,53,25,53,25,47,50,53,100,42,50,40,70,-1,-1
32000 SETCOLOR 0,12,10:SETCOLOR 1,15,15:SETCOLOR 2,7,10:SETCOLOR 3,3,12:RETURN
```



HELICOPTER RESCUE

David Muir

This is a simulation of helicopter rescue of the crewmen from stricken ships heading for the rocks.

The player has to rescue the three crewmen of a ship which is moving back and forth, approaching rocks, and land them safely on a cliff. If he hits anything or the ship reaches the rocks before all the crew have been rescued then he loses a life. If the player succeeds then a new ship appears slightly nearer the rocks. To complicate matters further, there is a lighthouse and the ships and crew can only be seen when the light is on.

The program is not readily transportable as it uses a number of CPC-464 specific features such as windows and interrupts called from BASIC. It includes a title and instructions within the program. It also has a high score record and new game option.

```
10 ' RESCUE
20 '   by
30 ' DMUIR
40 '
50 DIM m(1):lives=3:li$=" "+STRING$(3,250):score=0:hiscore=0:bsx=33:GOTO 1000
60 ' update scoreboards
70 CLS #2:PRINT #2,LEFT$(li$,lives+1);:RETURN
80 CLS #3:PRINT #3,score;:RETURN
90 CLS #4:PRINT #4,hiscore;:RETURN
100 ' move boat back and forth
110 DI:IF hy=15 THEN IF hx=bx-1+man THEN ks=-1:GOTO 130
120 bx=bx-1:IF bx<20 THEN kll=-1:RETURN
130 PEN 2:LOCATE bx,by:PRINT USING "&";s1$;s2$;
140 EI:RETURN
150 DI:IF hy=15 THEN IF hx=bx+1+man THEN ks=-1:EI:RETURN
160 PEN 2:bx=bx+1:LOCATE bx,by:PRINT USING "&";s1$;s2$;
170 EI:RETURN
180 PEN 2:LOCATE bx,by:PRINT USING "&";s1$;s2$;CHR$(&7):RETURN
190 ' lighthouse
200 DI:ic=26-ic:INK 1,ic:EI:RETURN
210 ' set interrupts
220 EVERY 100,0 GOSUB 110
230 EVERY 150,1 GOSUB 150
240 EVERY 400,2 GOSUB 200
250 'move helicopter
260 IF ks THEN ks=0:GOTO 500
270 IF kll THEN kll=0:GOTO 480
280 SOUND 3,50,5,1,0,1,7
290 IF INKEY(9)=0 THEN dx=0:dy=0:GOTO 450
300 IF INKEY(8)=0 THEN dx=-1:dy=0:h$=h2$:GOTO 350
310 IF INKEY(1)=0 THEN dx=1:dy=0:h$=h1$:GOTO 350
320 IF INKEY(0)=0 THEN dy=-1:dx=0:GOTO 350
330 IF INKEY(2)=0 THEN dy=1:dx=0:GOTO 350
```

HELICOPTER RESCUE

The program is full of REM statements to make it self-explanatory.

One special feature used deserves a mention. CPC-464 strings can include control characters. By including control characters in a string to move the cursor it is possible — for instance — to print a 2 x 2 block of characters (the helicopter) as a single string. If these strings were to be printed near the righthand edge of the screen then it is a feature of the CPC-464 that they would be moved to the next line. The CPC-464 looks at the length of a string and decides whether it will fit, ignoring the fact that it may contain control codes! The formatted print command — print using "&"; — free formats the printing so the printing stays where it is wanted.

Amstrad BASIC contains no method of checking the character at a given square so an array is filled to silumate the screen obstacles to the helicopter.

```
340   helicopter position checks
350 IF m(hx+dx,hy+dy+1)=1 OR m(hx+1+dx,hy+dy+1)=1 THEN DI:GOTO 480
360 IF hy+dy=16 THEN IF hx+dx>bx-1 THEN IF hx+dx<bx+6 THEN DI:GOTO 480
370 IF hy+dy=15 THEN IF hx+dx=bx+man-1 THEN 500
380 IF hy+dy=15 THEN IF man=3 THEN IF hx+dx=bx+3 THEN 400
390 IF hy+dy=15 THEN IF hx+dx>bx+man-1 THEN IF hx+dx<bx+6 THEN DI:GOTO 480
400 IF (hx<2 AND dx=-1) OR (hx>38 AND dx=1) OR (hy<2 AND dy=-1) THEN dx=0:dy=0:G
OTO 260
410 'land on cliff
420 IF dx=0 THEN IF dy=0 THEN IF hx=1 THEN IF hy=10  THEN IF k1=-1 THEN k1=0:PRI
NT CHR$(&7);:km=0:score=score+40:GOSUB 80:LOCATE bx,
by:PRINT USING "&";bs$;:d1=d1-5:GOTO 860
430 IF dx=0 THEN IF dy=0 THEN IF hx=1 THEN IF hy=10 THEN IF km=-1 THEN km=0:PRIN
T CHR$(&7);:score=score+20:GOSUB 80
440 'print position helicopter
450 DI:LOCATE hx,hy:PEN 0:PRINT USING "&";b$;:hx=hx+dx:hy=hy+dy:LOCATE hx,hy:PRI
NT USING "&";h$;:EI
460 GOTO 260
470 'life lost
480 lives=lives-1:LOCATE bx,by:SOUND 7,800,50,7-lives*2,0,0,7:PRINT USING "&";bs
$;:LOCATE hx,hy:PRINT USING "&";b$;:d=REMAIN(0):d=RE
MAIN(1):d=REMAIN(2):bsx=bsx-1:GOSUB 70:IF lives=0 THEN 930 ELSE 860
490 ' man rescued
500 IF km THEN 480 ELSE km=-1:man=man+1:GOSUB 180:score=score+30:GOSUB 80:s1$=SP
ACE$(man)+RIGHT$(s1$,LEN(s1$)-man):IF man=4 THEN man
=1:d=REMAIN(0):d=REMAIN(1):d=REMAIN(2):score=score+30:bsx=bsx-1:GOSUB 80:k1=-1
510 GOTO 450
520 ' U.D.G.s
530 SYMBOL AFTER 225
540 SYMBOL 225,255,255,195,195,195,195,255,255
550 SYMBOL 226,1,1,3,3,7,7,15,15
560 SYMBOL 227,31,31,63,63,127,127,255,255
570 SYMBOL 228,128,128,192,192,224,224,240,240
580 SYMBOL 229,248,248,252,252,254,254,255,255
590 SYMBOL 230,153,165,195,165,153,165,195,165
600 SYMBOL 231,0,0,0,0,0,63
610 SYMBOL 232,0,0,0,0,0,255,192,192
620 SYMBOL 233,3,135,207,255,143,7,1,7
630 SYMBOL 234,252,198,219,217,255,254,8,254
640 SYMBOL 235,0,0,0,0,0,252
650 SYMBOL 236,0,0,0,0,0,255,3,3
660 SYMBOL 237,192,225,243,255,241,224,128,224
670 SYMBOL 238,63,99,219,155,255,127,16,127
680 'set up
690 ERASE m:DIM m(40,18):ENT 1,2,-40,1,1,0,1,2,40,1
700 FOR i=1 TO 3:FOR j=12 TO 17:m(i,j)=1:NEXT:NEXT:FOR i=14 TO 17:m(4,i)=1:NEXT:
m(5,16)=1:m(5,17)=1
```

```
710 FOR i=8 TO 10:m(11,i)=1:NEXT:FOR i=10 TO 12:FOR j=11 TO 13:m(i,j)=1:NEXT:NEX
T:FOR i=9 TO 13:m(i,14)=1:m(i,15)=1:NEXT:FOR i=8 TO
14:m(i,16)=1:m(i,17)=1:NEXT:FOR i=15 TO 18:m(i,17)=1:NEXT:FOR i=1 TO 40:m(i,18)=
1:NEXT
720 MODE 1:INK 0,8:INK 1,24:INK 2,2:INK 3,0:PAPER 1:CLS:LOCATE 9,14:PEN 3
730 PRINT CHR$(226)+STRING$(3,143)+CHR$(228):LOCATE 9,15:PRINT CHR$(227)+STRING$
(3,143)+CHR$(229):LOCATE 8,16:PRINT CHR$(226)+STRING
$(5,143)+CHR$(228):LOCATE 8,17:PRINT CHR$(227)+STRING$(5,143)+CHR$(229)+CHR$(226
)+CHR$(228)+CHR$(226)+CHR$(228)
740 11$=CHR$(244)+CHR$(10)+CHR$(8)+CHR$(230)+CHR$(8)+CHR$(10)+CHR$(143)+CHR$(10)
+CHR$(8)+CHR$(8)+CHR$(226)+CHR$(143)+CHR$(228)+CHR$(
8)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(227)+CHR$(143)+CHR$(229)++ CHR$(8)+CHR$(8)+CHR$
(10)+CHR$(8)+STRING$(3,143)
750 LOCATE 11,8:PEN 0:PRINT 11$
760 WINDOW #1,1,40,18,25:PAPER #1,2:CLS #1:LOCATE #1,1,1:PEN #1,3:PRINT #1,STRIN
G$(40,131);
770 WINDOW #1,1,40,23,25:PAPER #1,3:PEN #1,0:CLS #1
780 LOCATE 2,23:PEN 0:PRINT "LIVES:":LOCATE 15,23:PRINT "SCORE:":LOCATE 28,23:PR
INT "HISCORE:"
790 WINDOW #2,2,12,24,24:WINDOW #3,15,25,24,24:WINDOW #4,28,38,24,24:FOR i=2 TO
4:PAPER #i,2:CLS #i:PEN #i,0:NEXT
800 'set up new ship
810 GOSUB 70:GOSUB 80:GOSUB 90
820 11$=CHR$(143)+CHR$(143)+CHR$(228):12$=CHR$(143)+CHR$(143)+CHR$(229)
830 LOCATE 1,12:PRINT CHR$(22)+CHR$(1);:PEN 3:FOR i=1 TO 3:PRINT 11$:PRINT 12$:1
1$=CHR$(143)+11$:12$=CHR$(143)+12$:NEXT:PRINT CHR$(2
2)+CHR$(0);
840 h1$=CHR$(231)+CHR$(232)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(233)+CHR$(234)
850 h2$=CHR$(236)+CHR$(235)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(238)+CHR$(237)
860 s$=" "+STRING$(3,248)+" "+CHR$(225)+" "+CHR$(10)+STRING$(7,8)+" "+CHR$(213)+
STRING$(3,143)+CHR$(212)+" ":s1$=LEFT$(s$,7):s2$=RIG
HT$(s$,15)
870 bs$=SPACE$(7)+CHR$(10)+STRING$(7,8)+SPACE$(7)
880 hx=1:hy=10:h$=h1$:r$="":bx=bsx:by=16:man=1:dx=0:dy=0:km=0:kl=0:ic=2
890 b1$="  "+CHR$(10)+CHR$(8)+CHR$(8)+"  ":b$=b1$
900 LOCATE 1,10:PEN 0:PAPER 1:PRINT h1$;:LOCATE bx,by:PEN 2:PRINT USING "&";s1$;
s2$
910 GOTO 220
920 'end of game
930 MODE 0:INK 1,1:INK 0,24:PEN 1:PAPER 0:CLS
940 PRINT "    FINAL  SCORE":PRINT "      ";score
950 IF score>hiscore THEN hiscore=score:PRINT:PRINT "  CONGRATULATIONS!":PRINT "
 A NEW HIGH SCORE !":SOUND 7,478,50,4:SOUND 7,379,10
0,5:SOUND 7,478,50,4:SOUND 7,239,150,6
960 PRINT "    ANOTHER  GO?"
970 q$=INKEY$:IF UPPER$(q$)="Y" THEN 980 ELSE IF UPPER$(q$)<>"N" THEN 970 ELSE C
LS:END
980 bsx=33:score=0:lives=3:GOTO 530
990 ' title
1000 MODE 0:INK 1,1,6:INK 0,22:PAPER 0:PEN 1:CLS
1010 PRINT:PRINT:PRINT:PRINT CHR$(143)+CHR$(143)+CHR$(215)+" "+CHR$(143)+CHR$(14
3)+" "+CHR$(214)+CHR$(143)+CHR$(143)+" "+CHR$(214)+C
HR$(143)+" "+CHR$(143)+" "+CHR$(143)+" "+CHR$(143)+CHR$(143);
1020 PRINT CHR$(143)+CHR$(214)+CHR$(212)+" "CHR$(143)+CHR$(132)+" "+CHR$(143)+CH
R$(140)+CHR$(140)+" "+CHR$(143)+"  "+CHR$(143)+" "+C
HR$(143)+" "+CHR$(143)+CHR$(132);
1030 PRINT CHR$(143)+CHR$(143)+CHR$(215)+" "+CHR$(143)+CHR$(129)+" "+CHR$(131)+C
HR$(131)+CHR$(143)+" "+CHR$(143)+"  "+CHR$(143)+" "+
CHR$(143)+" "+CHR$(143)+CHR$(129);
1040 PRINT CHR$(143)+CHR$(213)+CHR$(143)+" "+CHR$(143)+CHR$(143)+" "+CHR$(143)+C
HR$(143)+CHR$(212)+" "+CHR$(213)+CHR$(143)+" "+CHR$(
213)+CHR$(143)+CHR$(212)+" "+CHR$(143)+CHR$(143);
1050 LOCATE 1,20:PRINT "   INSTRUCTIONS ?"
1060 ' optional instructions
1070 q$=INKEY$:IF UPPER$(q$)="N" THEN 530 ELSE IF UPPER$(q$)<>"Y" THEN 1070
1080 MODE 1:CLS:INK 1,1:PRINT "RESCUE":PRINT "======":PRINT:
1090 PRINT "   You are an air/sea rescue helicopter pilot and your job is to res
cue the crewfrom ships about to go on the rocks.":PR
INT
1100 PRINT "You pilot your helicopter using the fourcursor controls and can hove
r using the copy key.":PRINT
1110 PRINT "If you hit anything you lose 1 of your 3lives.":PRINT:PRINT "You can
 only carry 1 man at a time.  Ifyou attempt to carr
y more than one then you will immediately crash & lose 1 life"
1120 PRINT "You rescue each man in turn by touching him with your helicopter nos
e.  A bell  sounds to advise you you have him aboard
"
1130 PRINT:PRINT "PRESS ANY KEY"
1140 q$=INKEY$:IF q$="" THEN 1140
1150 CLS:PRINT "Rescued men must be landed on the cliff behind the lighthouse.
1160 PRINT:PRINT "You score 30 for each rescue + 20 for  each man landed.":PRIN
T:PRINT "For rescuing all 3 crewmen from a boat  you
 receive a bonus of an extra 30 + an extra 20 for landing the last safely.
1170 PRINT:PRINT "Each new ship starts nearer to the rocks":PRINT "Just to make
your job more difficult youare dependent on the ligh
thouse to see  the boats and men."
1180 PRINT:PRINT "PRESS ANY KEY"
1190 q$=INKEY$:IF q$="" THEN 1190
1200 CLS:GOTO 530
```

GRAPHICS D·E·S·I·G·N·E·R

120

Do you have the artistic ability of a cockroach? This program for Beeb or Amstrad does the work for you.

Peter Green

With the expanding sophistication of the graphics available on modern home microcomputers, there's been an explosion in the range of graphic designer programs, both commercial and in the form of magazine listings. Unfortunately they all rely on the user having some degree of artistic talent in order to produce anything worth the label "art". So I decided to see what could be done for those with creative desire but no ability.

In a sense it would be very easy to write a program which produced any desired picture (within the limits of the chosen computer's graphics system, that is). Any screen picture consists of a finite number of pixels, each set to one of a finite number of colours. In theory, then, you could write a program which simply worked its way through every possible combination of coloured pixels, stopping it when you saw something you liked. Like the proverbial infinite number of monkeys with typewriters, this would produce a multitude of masterpieces but take so long (even changing one pixel every microsecond), that you and your computer would be long dead before getting a worthwhile result.

Luckily we can used advanced probability theory to greatly reduce the time needed to generate a meaningful display. And surprisingly, the necessary program can be quite short. The trick depends on 'seeding' the graphics screen with some random-looking data which is actually tailored to vastly increase the probability that a pseudo-random set of changes (such as those made using the built-in RND function of a home micro) will result in a picture. The theory is far too complex to discuss here but is based on work published in the mid-seventies by Hugh Ardmon (Scientific American, April 1975, 'Pixels, Probability and Pseudo-randomness'. page 41).

Two versions of a simple generator are given, for the BBC Micro and the Amstrad CPC464. Each works in Mode 1 (medium resolution and four-colour), but only displays in two colours to make the probability equations more manageable. Each program does a little initialization of the graphics system before seeding the screen and entering a loop which uses RND to plot pixels psuedo-randomly. To keep the program size down, all the seeding data is generated from the computer's ROM using a relatively small set of random numbers. The DATA statements were arrived at after much calculation and experiment and MUST NOT be altered for the programs to work correctly.

When run, the programs take a fair time to set up, but be patient. The user is prompted to seed the micro's random number generator, giving you some control over the result. Once the program starts plotting points, you should see some kind of image forming within 20-30 seconds. Several minutes later you should get the optimum effect. Pressing a key once freezes the action while you set up the tape, pressing Return then saves the screen to tape or disc.

```
  100 MODE 1
  120 S%=&C000
  130 DIM T% 10
  140 INPUT "Input random seed " R
  150 R=RND(-R)
  160 MODE 1:VDU 23,1,0;0;0;0;
  170 PROCinit
  180 PROCseed
  190 REPEAT:*FX15,1
  200 PLOT 69,RND(1280)-1,RND(1024)-1
  210 UNTIL INKEY(1)<>-1
  220 G=GET:VDU 21
  230 *SAVE SCREEN 3000 8000
  240 VDU 6:MODE 1:COLOUR 3
  250 END
  260 DATA &21,&30,&32,&29,&2C,&26,&2F,&2F,&2C,&01
,&12,&01,&02,&13,&03,0,0,0,0,&17,&F0,&FF,&FF,&FF,&
FF,&FF,&FF,&FF,&FF,&11,&03,&1E
  270 DEF PROCseed
  280 FOR A%=0 TO 79
  290 B%=A% MOD 8:C%=A% DIV 8
  300 FOR D%=0 TO 7
  310 IF 2^(7-B%) AND ?(S%+D%+8*(T%?C%)) THEN VDU
31,A% MOD 40,7+D%-8*(A%>39),240
  320 NEXT:NEXT
  330 ENDPROC
  340 DEF PROCinit
  350 FOR I%=0 TO 9
  360 READ T%?I%
  370 NEXT
  380 REPEAT
  390 READ N%
  400 VDU N%
  410 UNTIL N%=&1E
  420 ENDPROC
```

Listing 1. BBC Model B graphics generator.

```
100 MODE 1:PEN 1:PAPER 0:BORDER 1:INK 0,1:INK 1,24
:INK 2,20:INK 3,6
110 DEFINT a-r
120 SYMBOL AFTER 32:s=HIMEM+1
130 MEMORY HIMEM-10
140 t=HIMEM+1
150 RANDOMIZE
160 MODE 1
170 GOSUB 350
180 GOSUB 280
190 WHILE INKEY$<>"":WEND:WHILE INKEY$=""
200 PLOT RND*640,RND*400,2
210 WEND
220 WHILE INKEY$<>"":WEND:WHILE INKEY$="":WEND
230 SAVE "!screen",B,&C000,&4000
240 MODE 1:PEN 1
250 END
260 DATA &21,&30,&32,&29,&2C,&26,&2F,&2F,&2C,&01,&
17,&03,&1C,&03,&01,&01,&0F,&03,&1E
270 REM ** seed
280 FOR a=0 TO 79
290 b=a MOD 8:c=a\8
300 FOR d=0 TO 7
310 IF 2↑(7-b) AND PEEK(s+d+8*(PEEK(t+c))) THEN PR
INT a$;CHR$((a MOD 40)+1);CHR$(5+d-8*(a>39));b$
320 NEXT:NEXT
330 RETURN
340 REM ** initialize
350 FOR i=0 TO 9
360 READ n:POKE t+i,n
370 NEXT
380 WHILE n<>&1E
390 READ n
400 PRINT CHR$(n);
410 WEND
420 a$=CHR$(31):b$=CHR$(143):RETURN
```

Listing 2. Version for the Amstrad CPC464.

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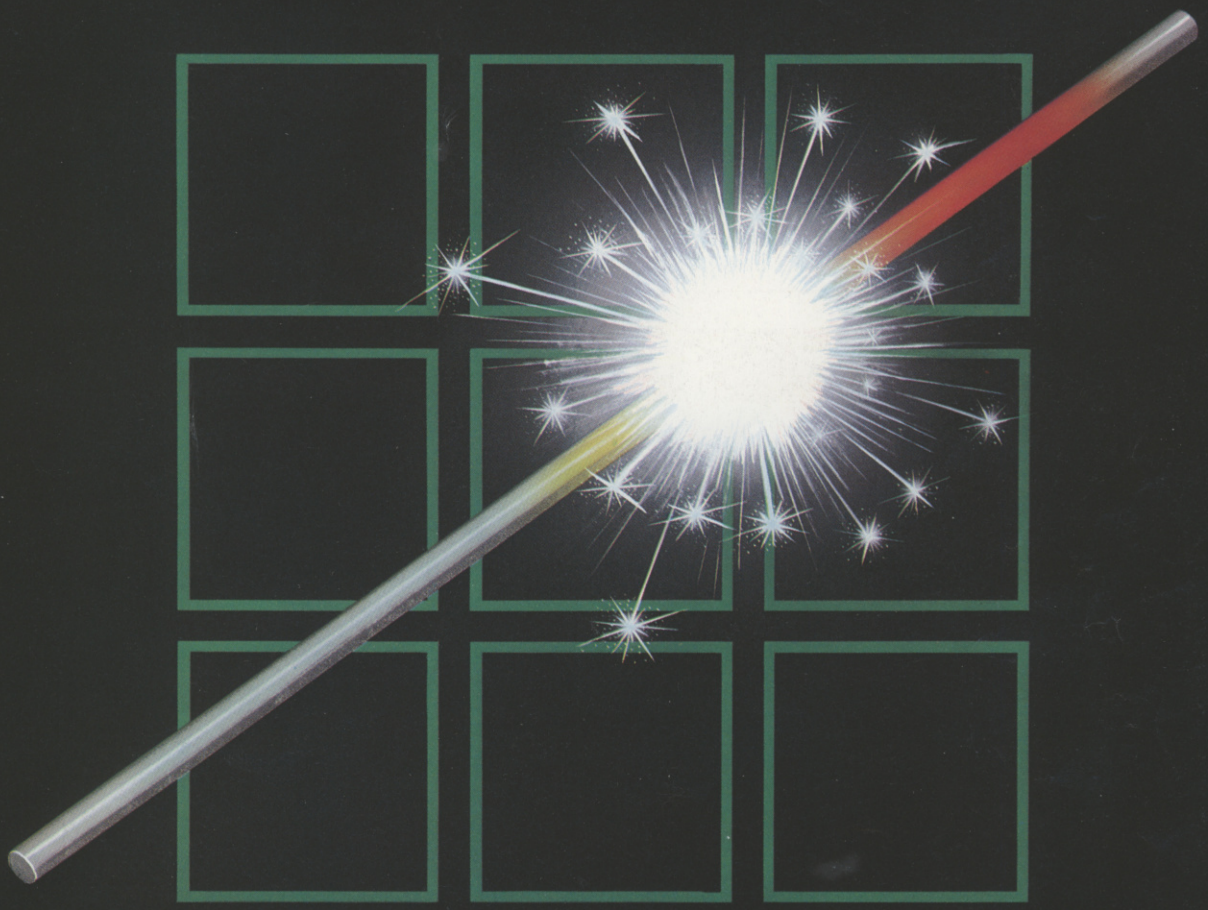

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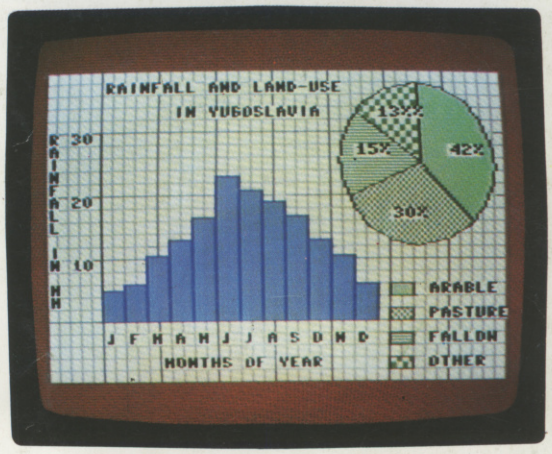

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